BOY SCOUT HANDBOOK

BOY SCOUT
HANDBOOK

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Rockwell

BOY SCOUTS OF AMERICA

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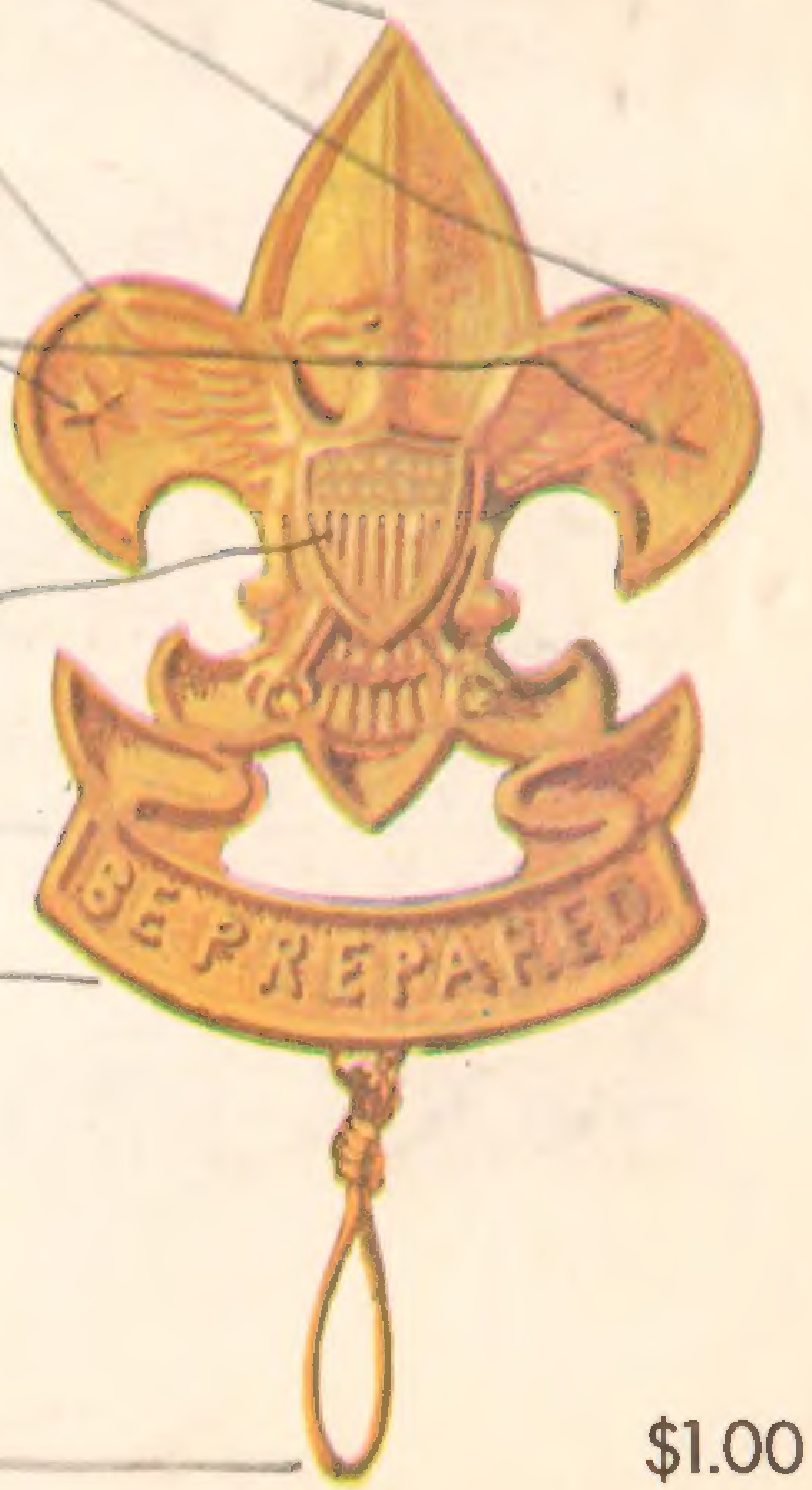

$1.00

BOY SCOUT HANDBOOK

A HANDBOOK OF TRAINING FOR CITIZENSHIP
THROUGH SCOUTING

SIXTH EDITION · THIRD PRINTING AUGUST 1961 525,000
TOTAL PRINTING SINCE 1910—18,650,000

BOY SCOUTS OF AMERICA

IN APPRECIATION

This book, based on the experience of
fifty years of Boy Scouting in the United States,
was developed under the leadership of
Arthur A. Schuck, Chief Scout Executive, and
Charles M. Heistand, Assistant Chief Scout Executive.
It was supervised throughout its development by
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Produced under the direction of
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To YOU as a Scout

"I suppose every boy wants to help his country in some way or other. There is a way by which he can do so easily, and that is by becoming a Boy Scout."

Those are the opening words of the World Brotherhood edition of SCOUTING FOR BOYS—the book written by Baden-Powell that started the Boy Scout movement on its conquest of the boyhood of the world more than fifty years ago. Since those early days, millions of boys have been Scouts. They have had fun in Scouting—and Scouting has helped them grow into good citizens, has made it possible for them to help their country.

Today is *your* day in Scouting.

You, too, will have fun. You, too, will help your country.

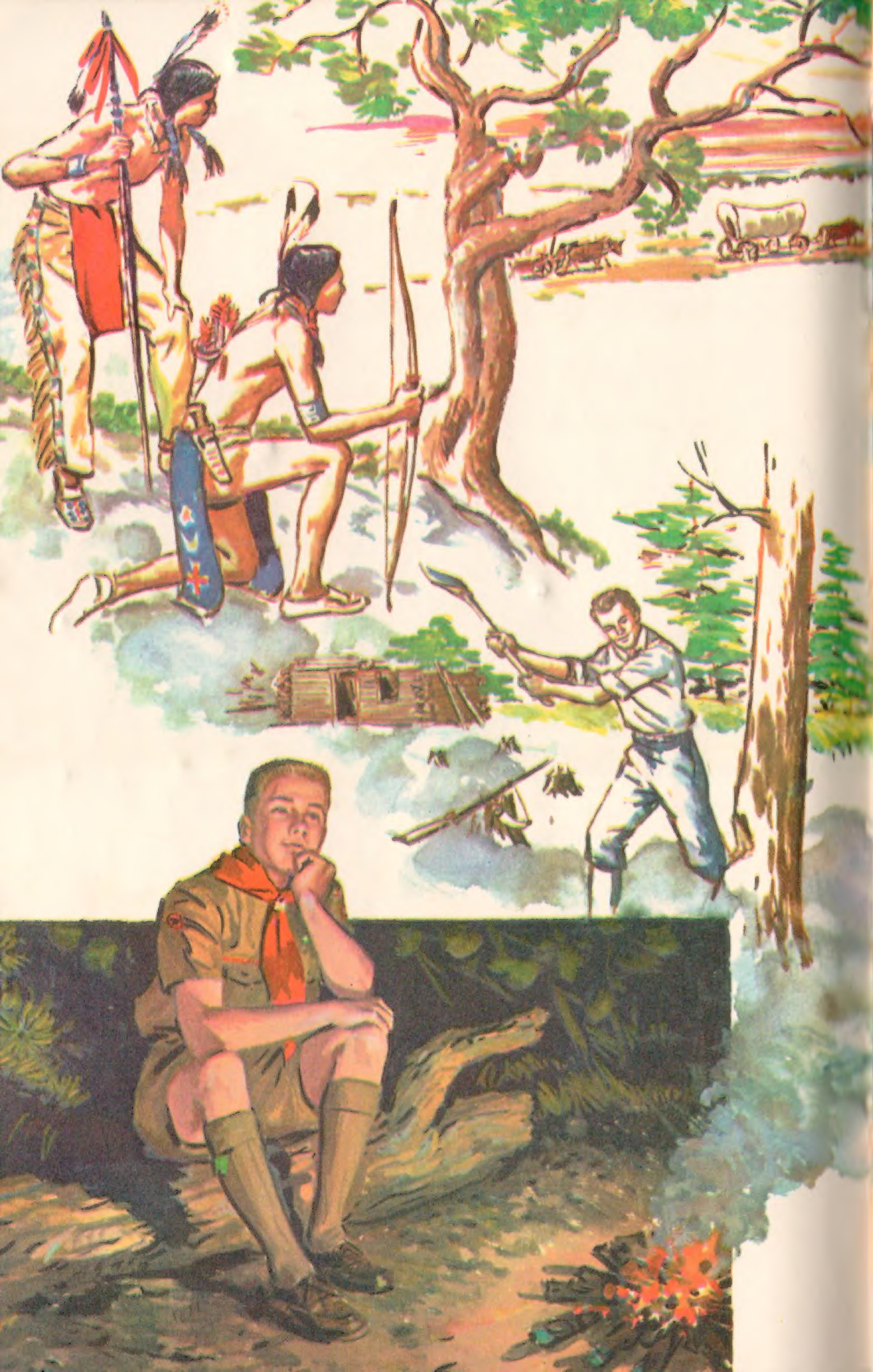
You know the old saying, "A chain is as strong as its weakest link." In the same way, the strength of a country depends on the personal integrity, the personal effort of each of its citizens. The strength of America depends on YOU!

To a *real* man, his HONOR is his most valuable possession. As a member of the Boy Scouts of America, you pledge yourself ON YOUR HONOR to work toward becoming a *real* Scout. It is not easy to become that kind of a Scout. It means dedication and work and perseverance. It means self-sacrifice—giving up some of your own pleasures for the sake of other people. It means doing what is right rather than what is easy. It means living up to the Scout Oath and the Scout Law.

As you use this BOY SCOUT HANDBOOK as your guide toward good citizenship through Scouting, I trust you ON YOUR HONOR to strive toward becoming a real Scout and the kind of citizen our country needs and deserves.

Joseph A. Brunton Jr.

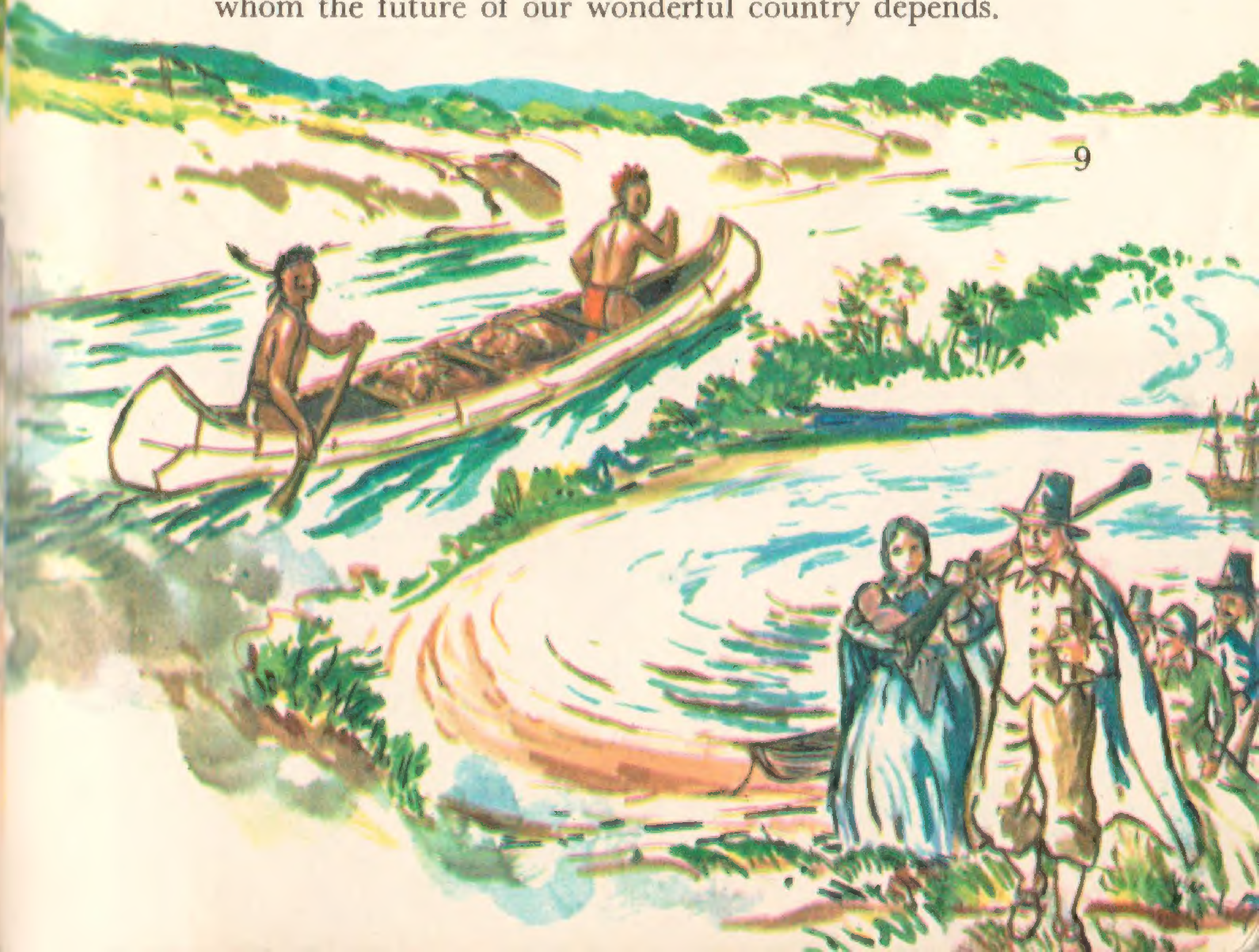
JOSEPH A. BRUNTON, JR.
Chief Scout Executive



YOU — AMERICAN BOY

Have you ever dreamed of hiking the wilderness trails that were worn down under moccasins hundreds of years ago? Do you hear in your imagination the almost soundless dip-dip of Indian canoe paddles or the ring of the axe of an early pioneer hewing a home out of the American wilderness? Have you followed with your mind's eye the covered wagons on the trek across our continent? Have you thought of the men and women who built our country by their determination and devotion?

You are the descendant of those people. You are the guardian of what they built. You are the American on whom the future of our wonderful country depends.

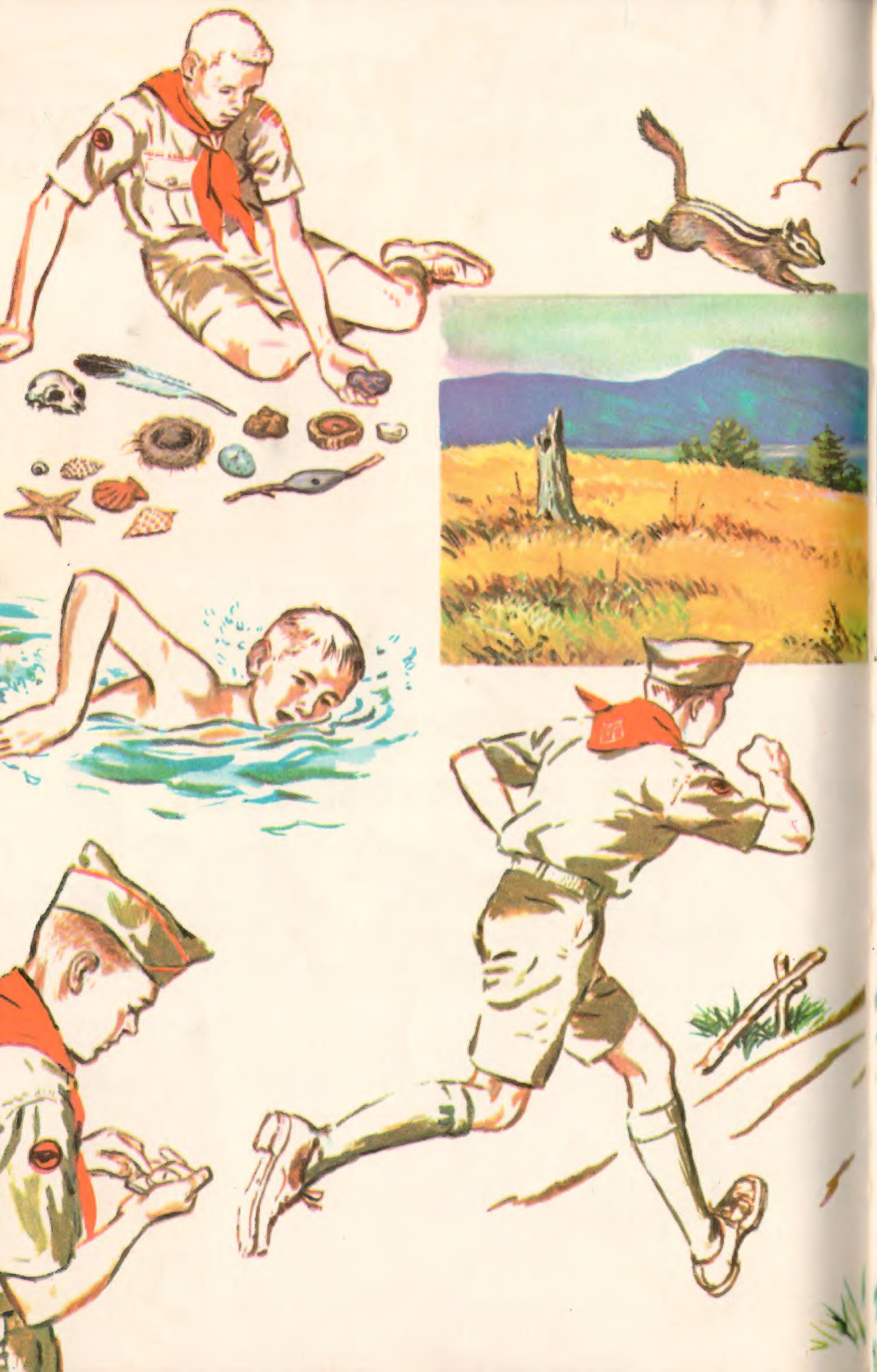


YOU — BOY SCOUT

Today you are an American boy. Before long you will be an American man. It is important to America and to yourself that you become a citizen of fine character, physically strong, mentally awake, and morally straight.

Boy Scouting helps you become that kind of citizen. But also, Scouting gives you fellowship and fun.

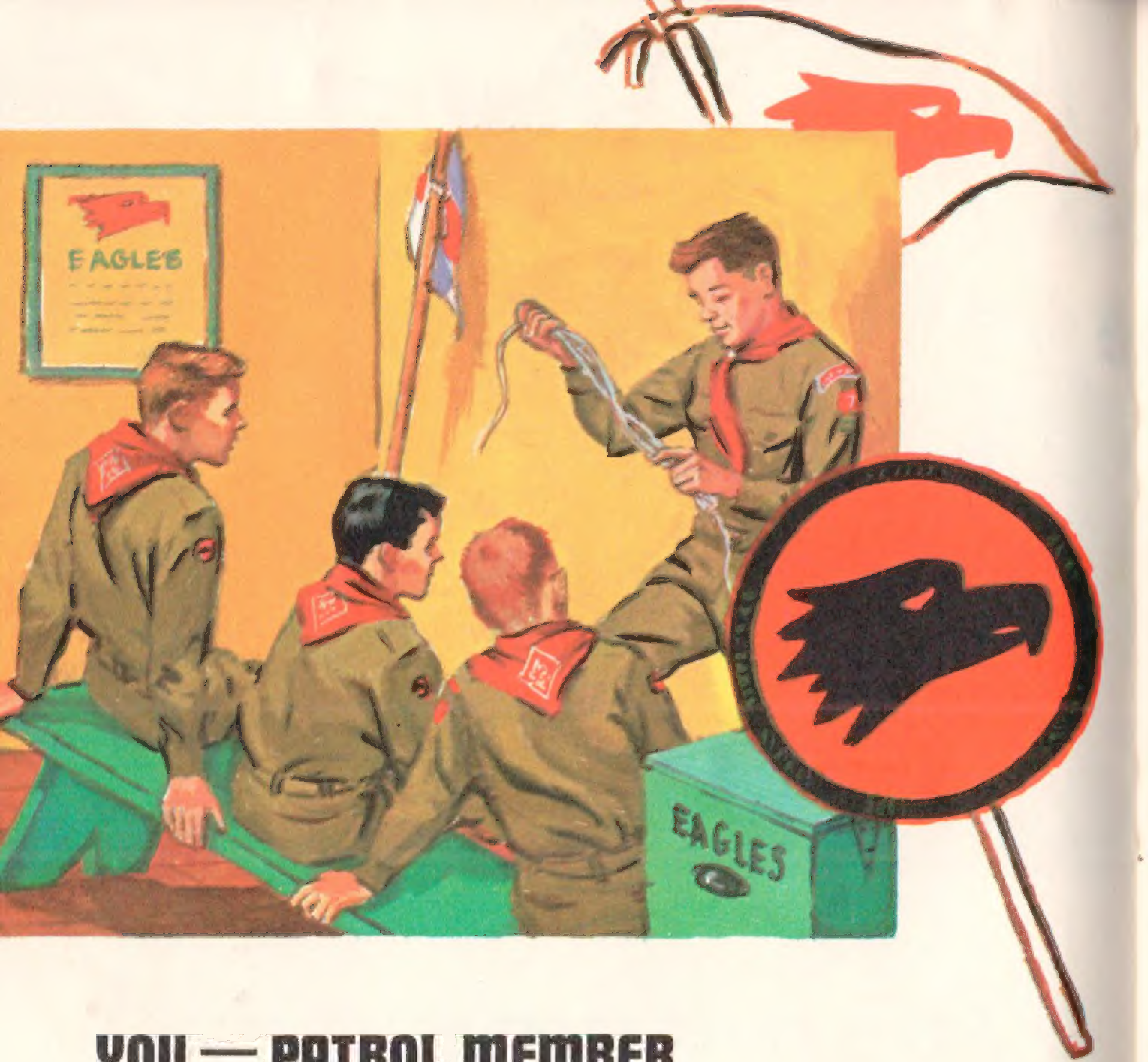
Yes, it's fun to be a Boy Scout! It's fun to go hiking and camping with your best friends . . . to swim, to dive, to paddle a canoe, to wield an axe . . . to follow in the footsteps of the pioneers who led the way through the wilderness . . . to stare into the glowing embers of a campfire and dream of the wonders of the life that is in store for you . . .



YOU — IN THE GREAT OUTDOORS

When you are a Scout, forests and fields, rivers and lakes, are your playground. You are completely at home in God's great outdoors.

You learn to notice every sound, to observe every track. Birds and animals become your friends. You master the skills of walking noiselessly through the woods, of stalking close to a grazing deer without being noticed, of bringing a bird to you by imitating its call. You learn to find your way cross country by map and compass, to make a meal when you are hungry, to take a safe swim when you are hot, to make yourself comfortable for the night in a tent or under the stars. You become a true outdoorsman.

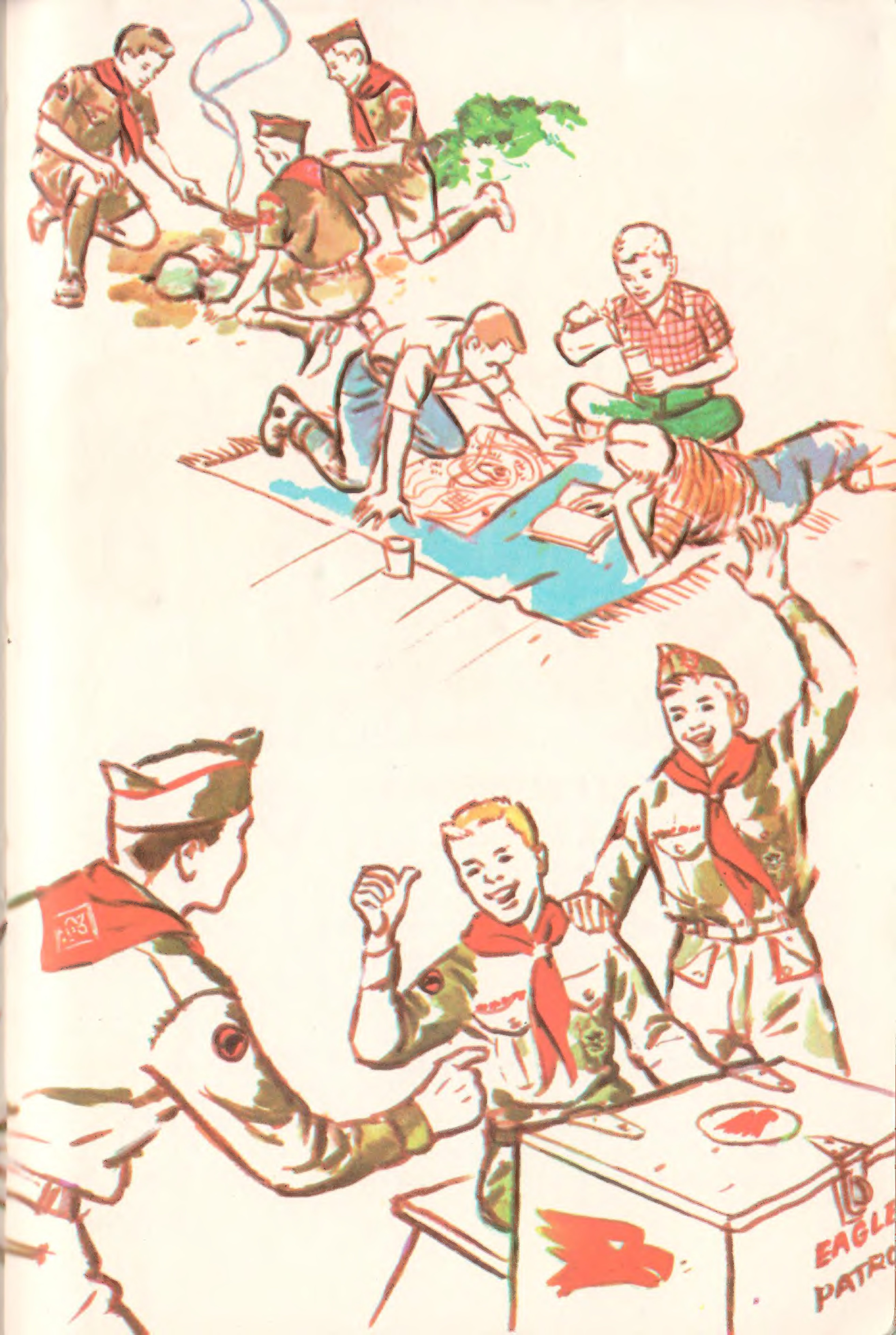


YOU — PATROL MEMBER

As a Boy Scout you will belong in a patrol—which is the Scout name for a small gang of boys in the troop that you join. The patrol is the unit that makes Scouting go.

In the Scout patrol you will meet boys who may be your friends for the rest of your life. Under one of the Scouts, picked by the gang as patrol leader, you will help in the planning of patrol meetings, hikes and camps, and will do your part in carrying out your decisions.

You will have fun indoors in the patrol den and outdoors under the open sky . . . you will learn the skills of Scouting . . . you will be on the team for Scoutcraft games and contests. You will find out what it means to be a real boy among other real boys—living your life according to the Scout code.

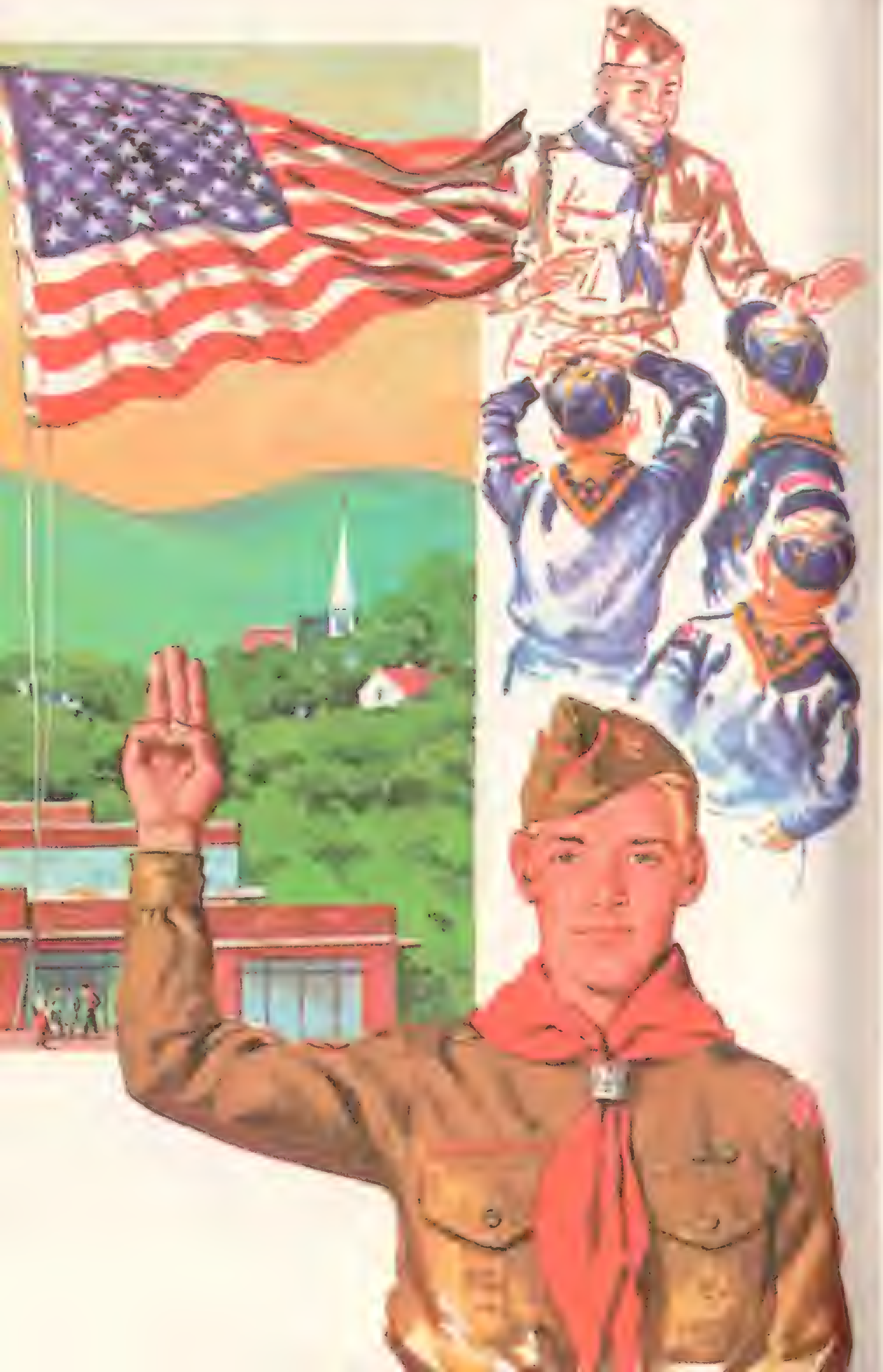


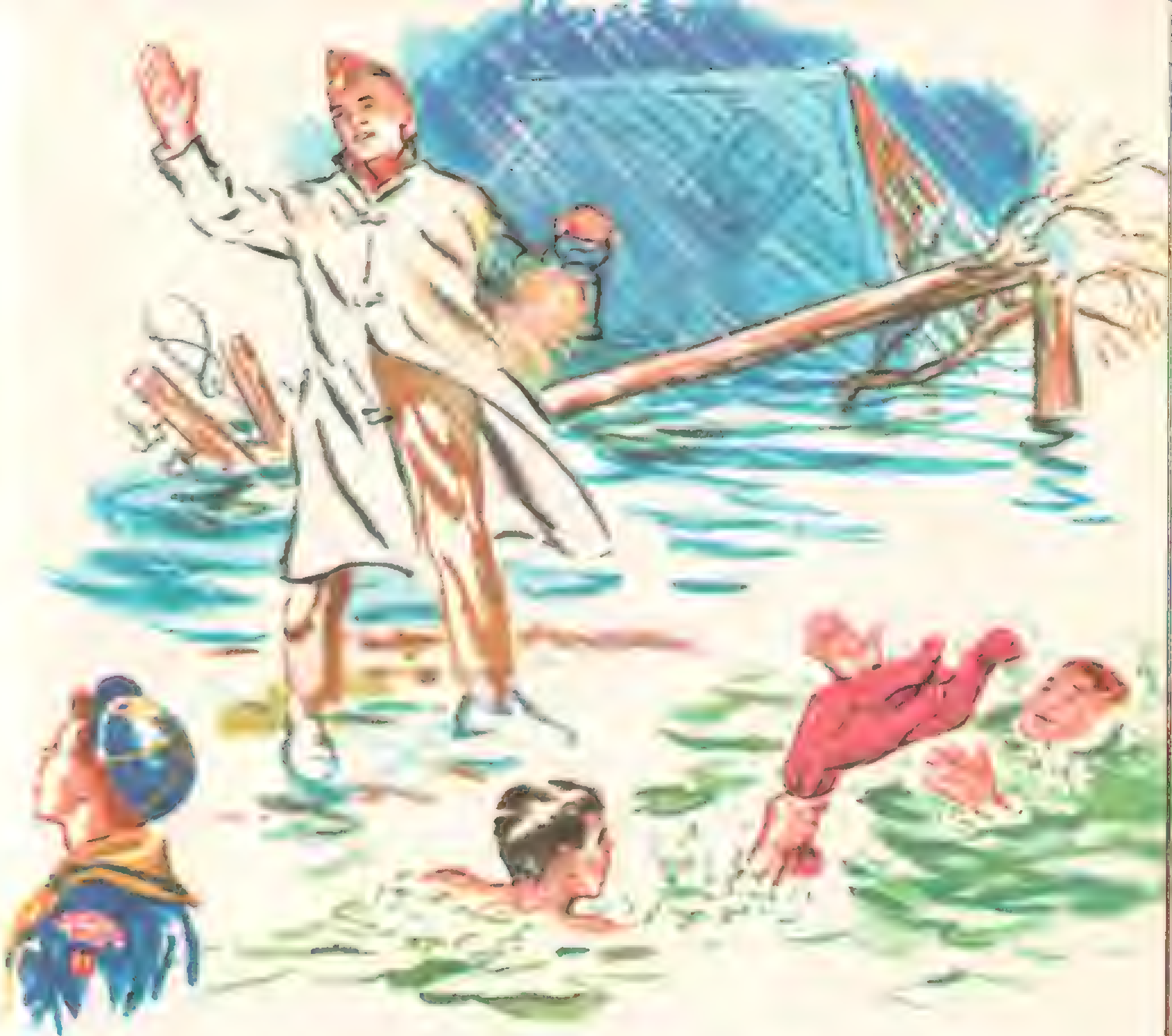
TROOP 7
GENEVA WIS.
GENEVA
7

YOU—MEMBER OF A TROOP

Your patrol does not stand alone—it is part of a troop that consists of several patrols that work together, hike and camp together.

It's fun to take part in a good troop meeting under a capable Scoutmaster—but it is even more fun to go to summer camp with the whole troop, learning new Scoutcraft skills, joining in the excitement of the campfire at night.



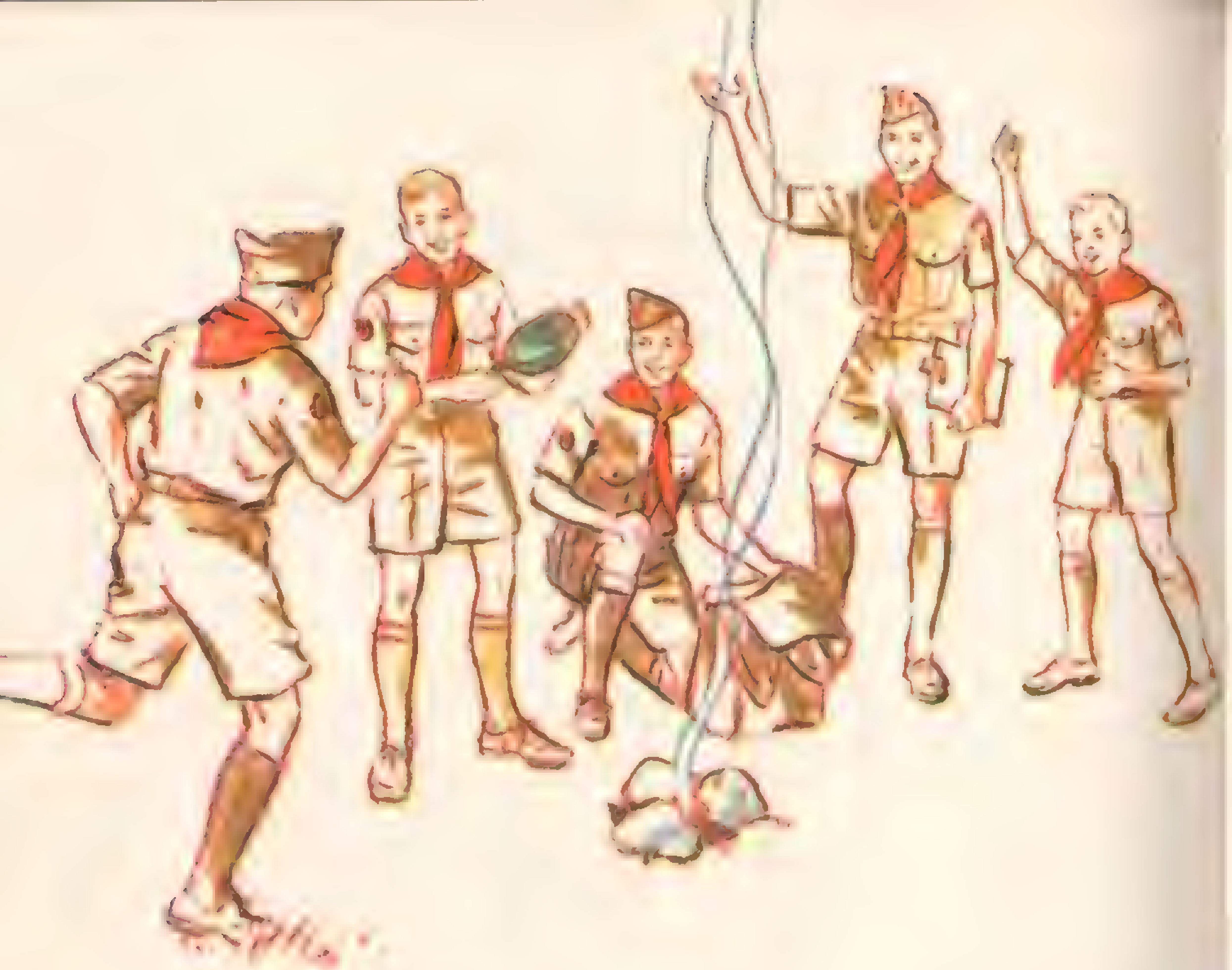


YOU — PREPARED FOR SERVICE

Scouting is far more than hiking and camping fun. Scouting is learning to grow into responsible manhood, learning to be of service to others.

The Scout Oath and the Scout Law are your guides to citizenship. They tell you what is expected of a Scout and point out your duties. The Scout motto is "Be Prepared"—prepared to take care of yourself and to help people in need. The Scout slogan is "Do a Good Turn Daily." Together, the motto and slogan spell out your ability and your willingness to be of service.

The records of the Scout movement are full of reports of Scouts who have done outstanding service, of Scouts who have saved the lives of others at the risk of their own. Some day you may join the roster of Scout heroes—if you are prepared.



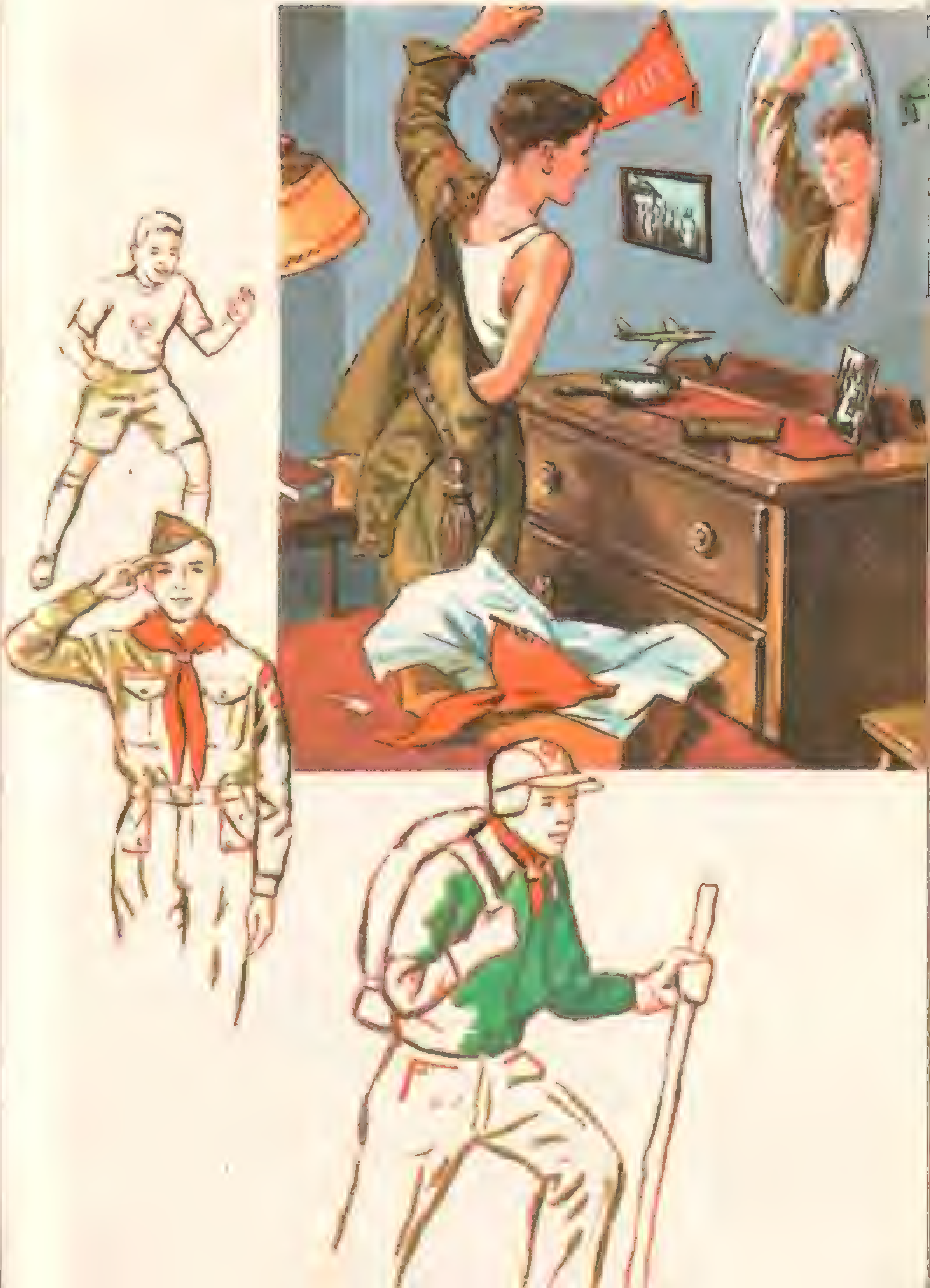
YOUR UNIFORM

The Boy Scouts of America is the largest uniformed body of volunteers in the world. This very moment, more than five million boys and leaders belong to the Boy Scout movement in the United States and wear the Scout uniform with pride.

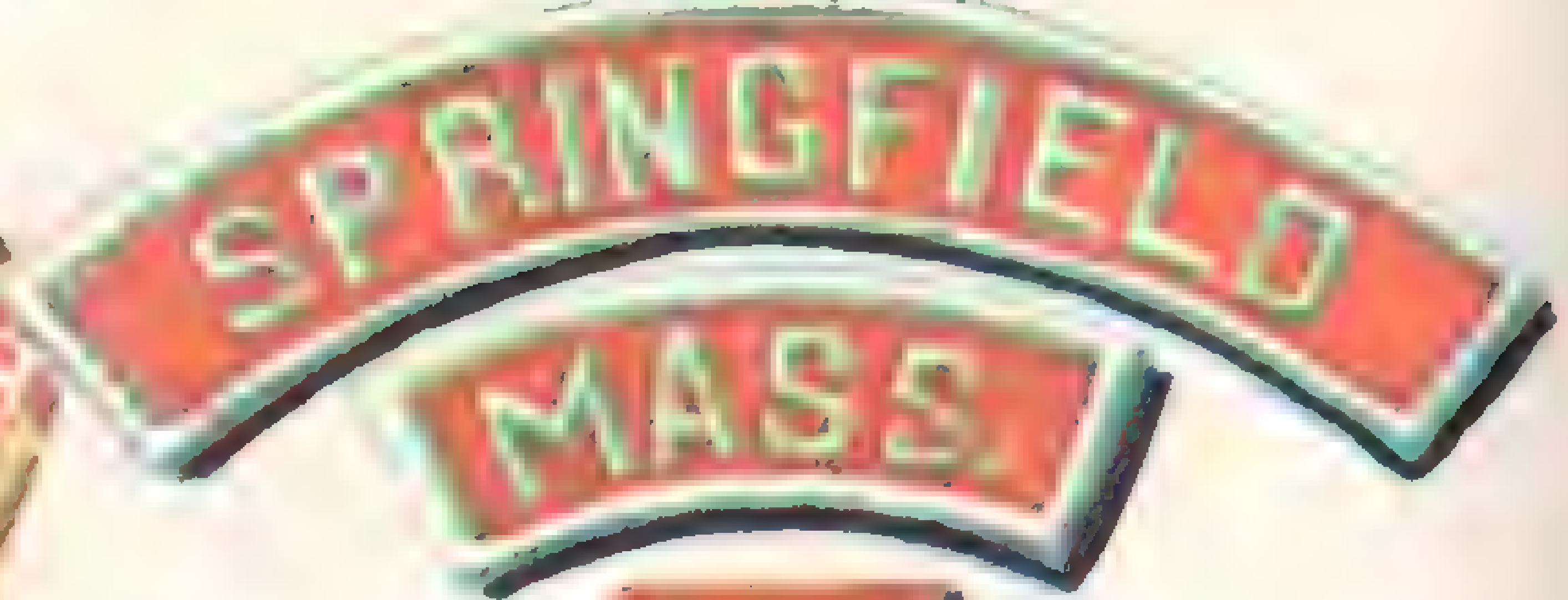
Your uniform is part of the thrill of being a Scout. The moment you put it on you feel ready for hike or camp or other vigorous Scout activity.

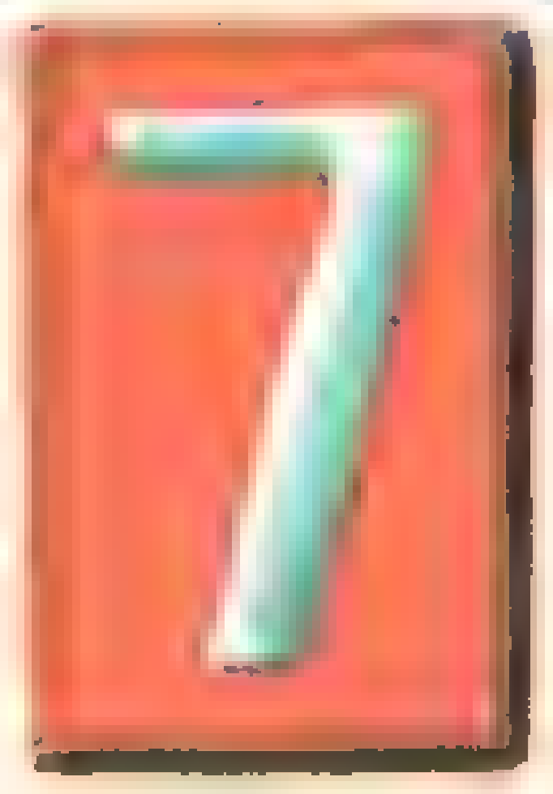
The Scout uniform stands for the brotherhood of Scouting, for the Scout ideals, and for outdoor life. The color blends with the hues of forest and field. The design is made for comfort, for freedom of action, and for health. Every Scout wears the same uniform—it is a badge of democracy, an emblem of service.

To the public, the uniform proclaims aloud, "Here is a boy who is a Scout"—for people know that only a boy who is a full-fledged member of the Boy Scouts of America has the right to wear the Boy Scout uniform.

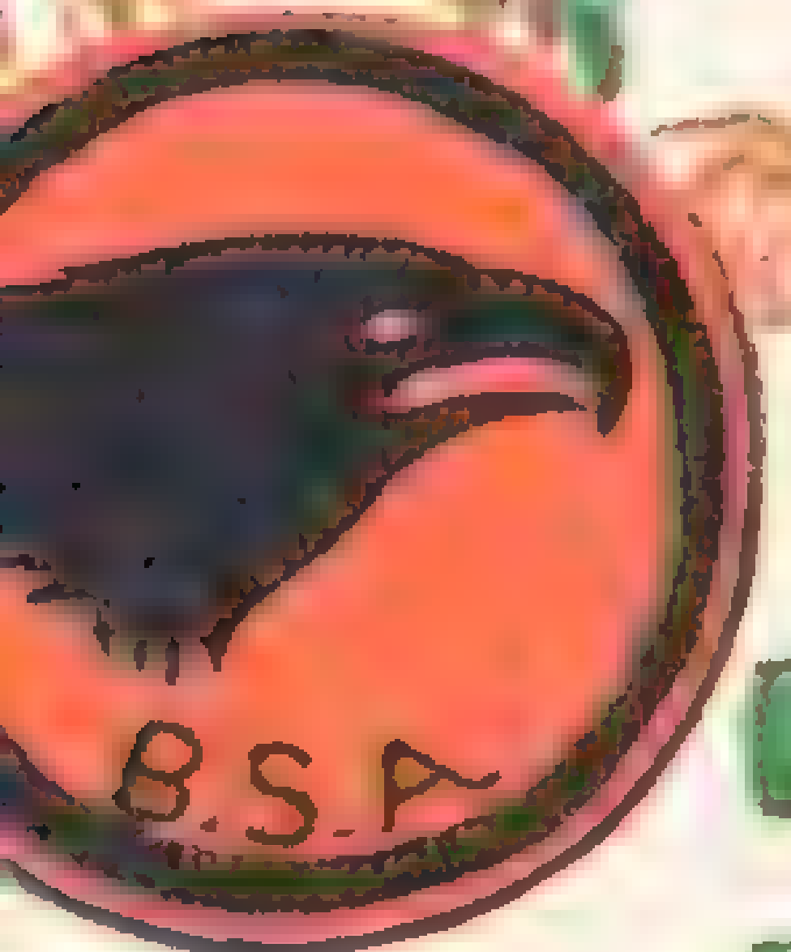


Community strips

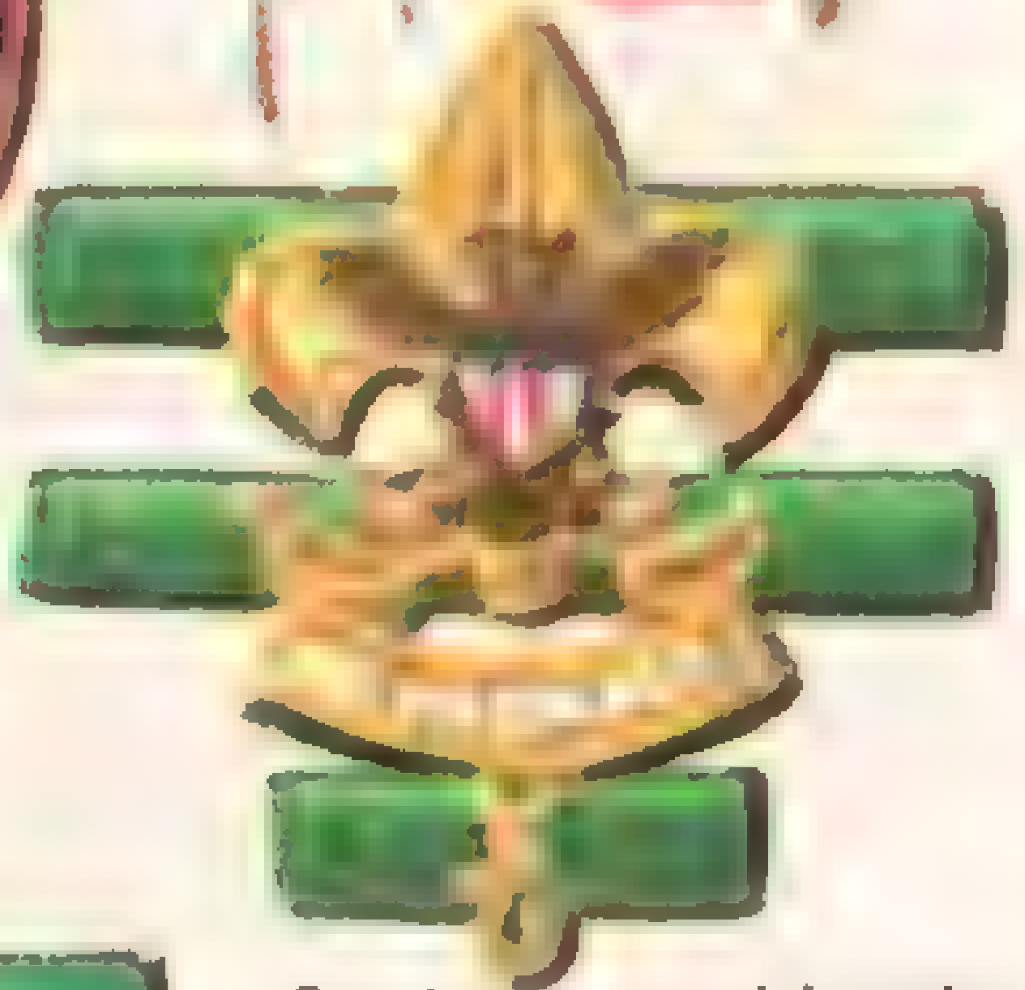




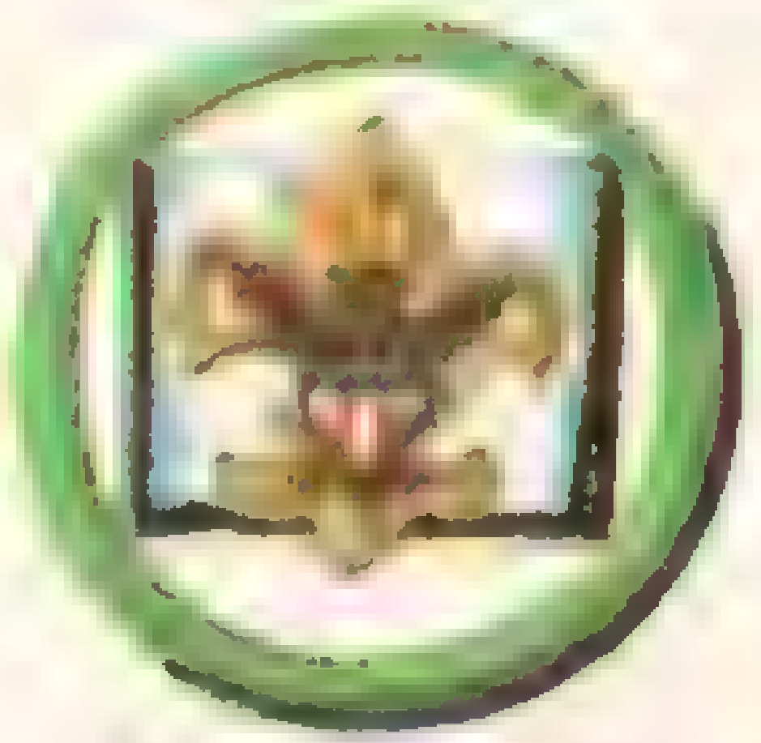
Troop numeral



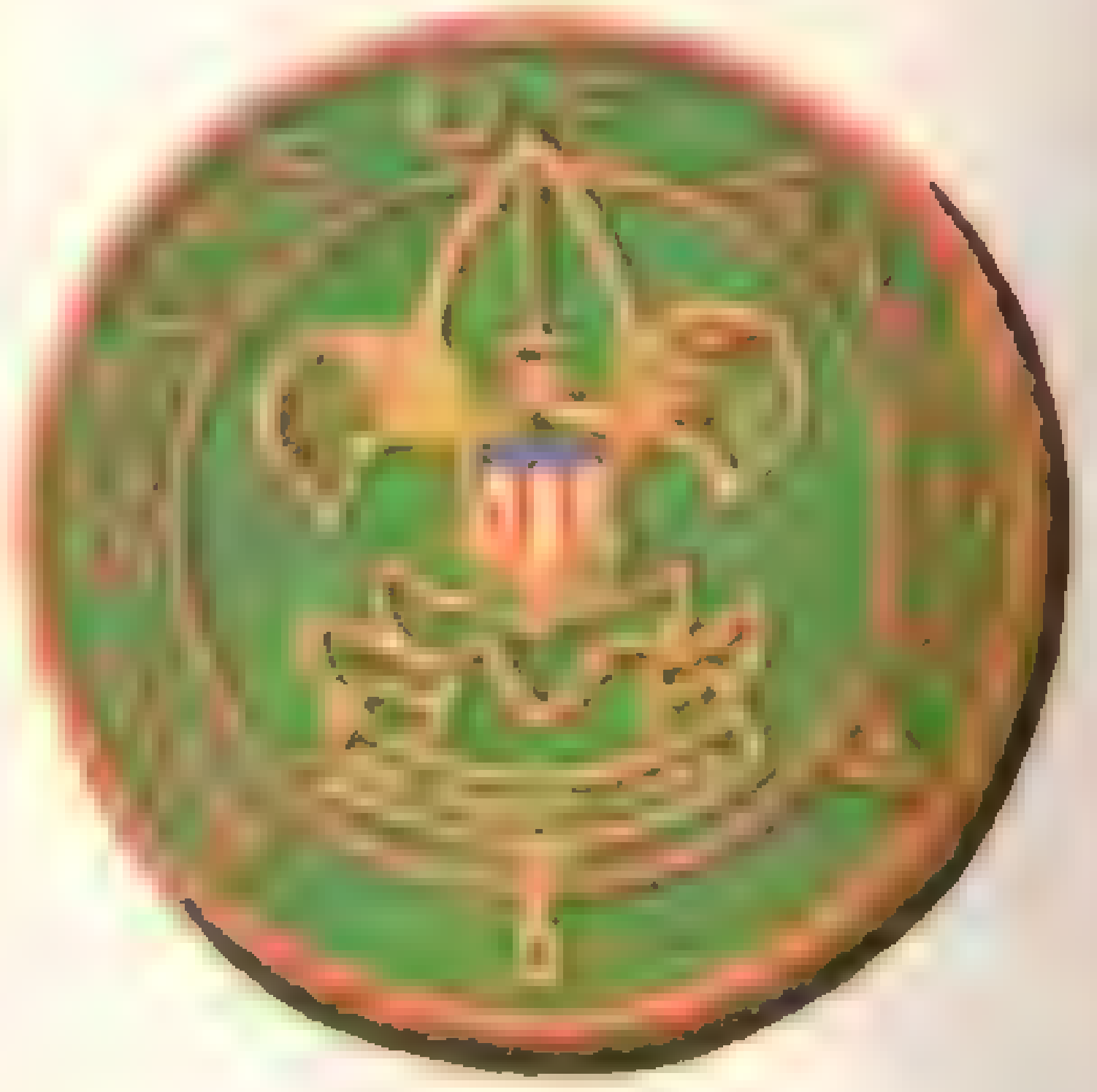
atrol medallion



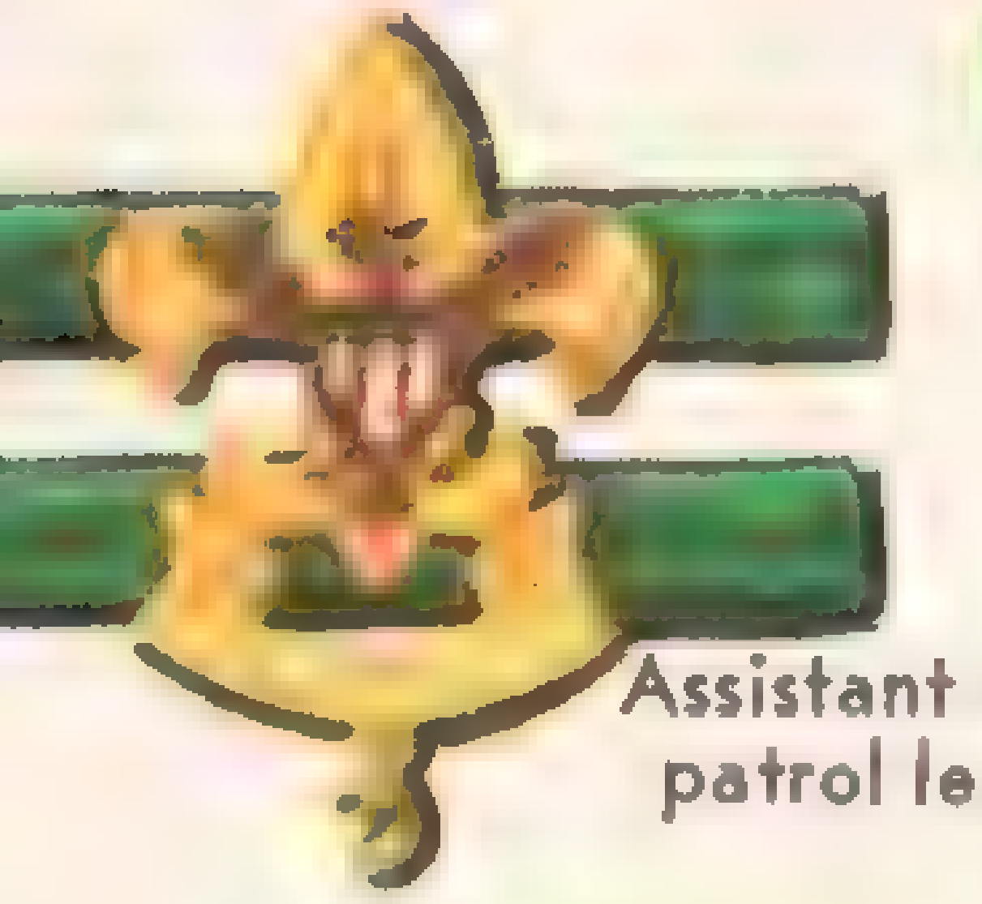
Senior patrol leader



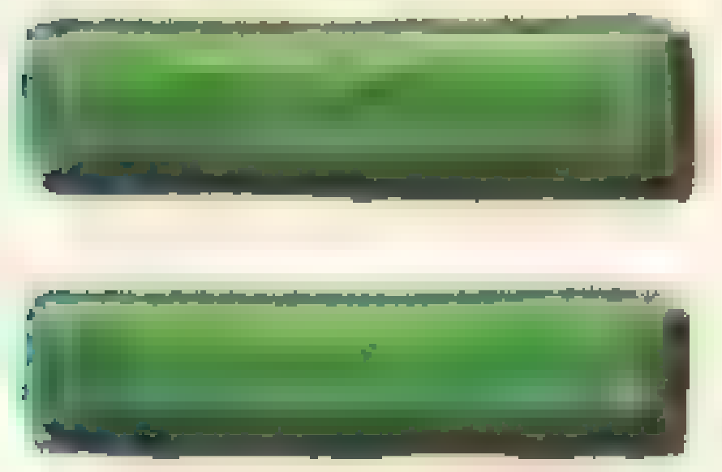
Troop librarian



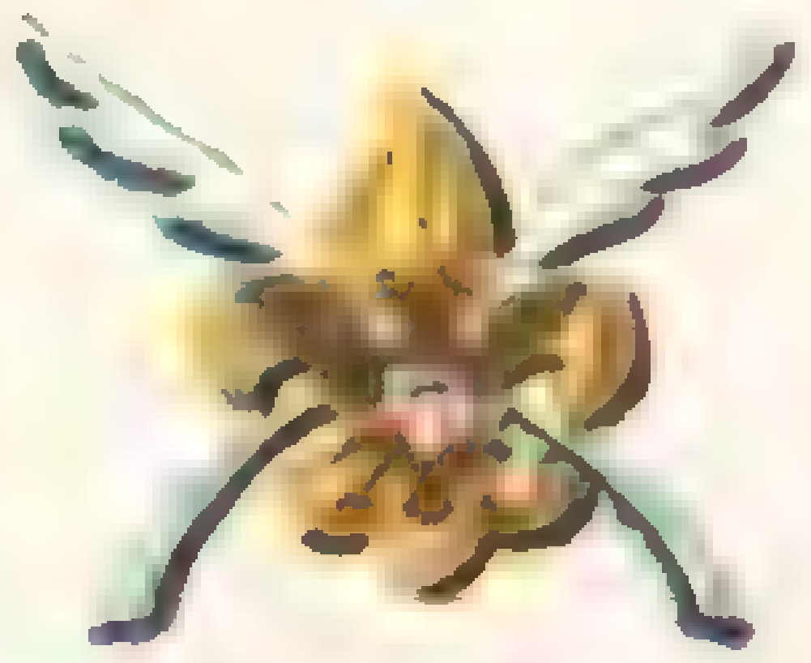
Junior assistant Scoutmaster



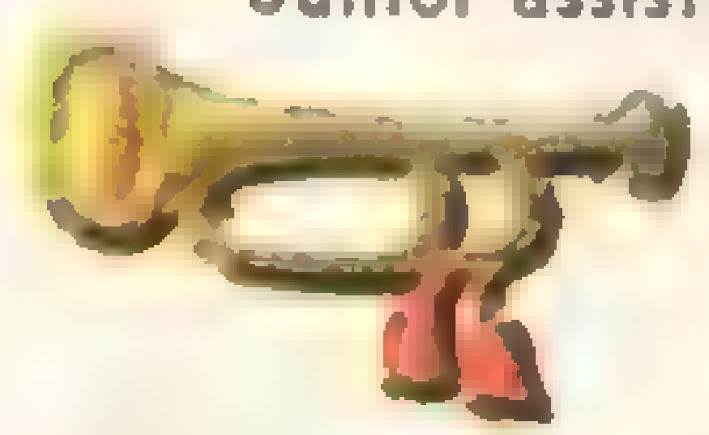
Assistant senior patrol leader



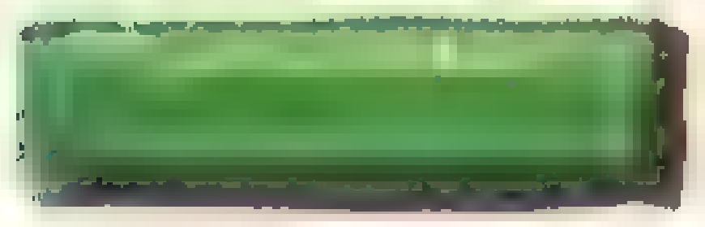
Patrol leader



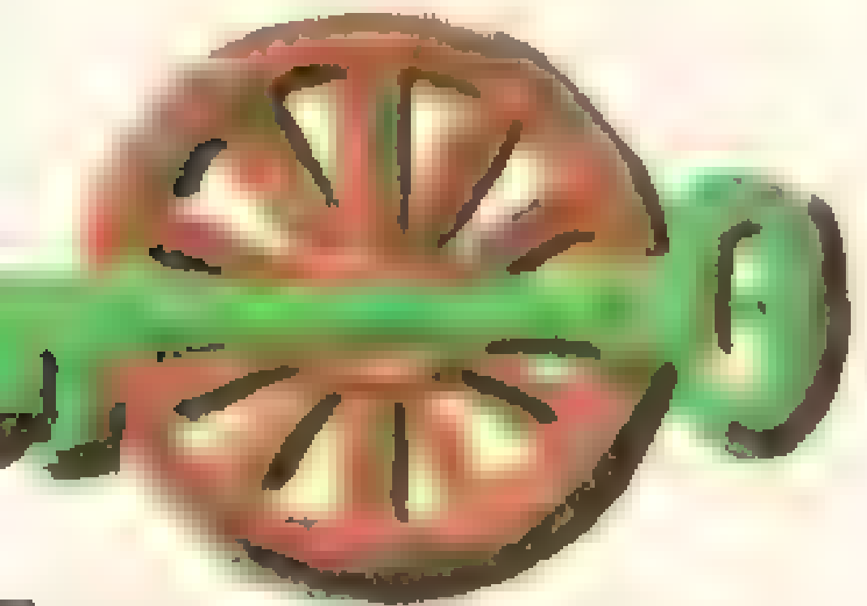
Troop scribe



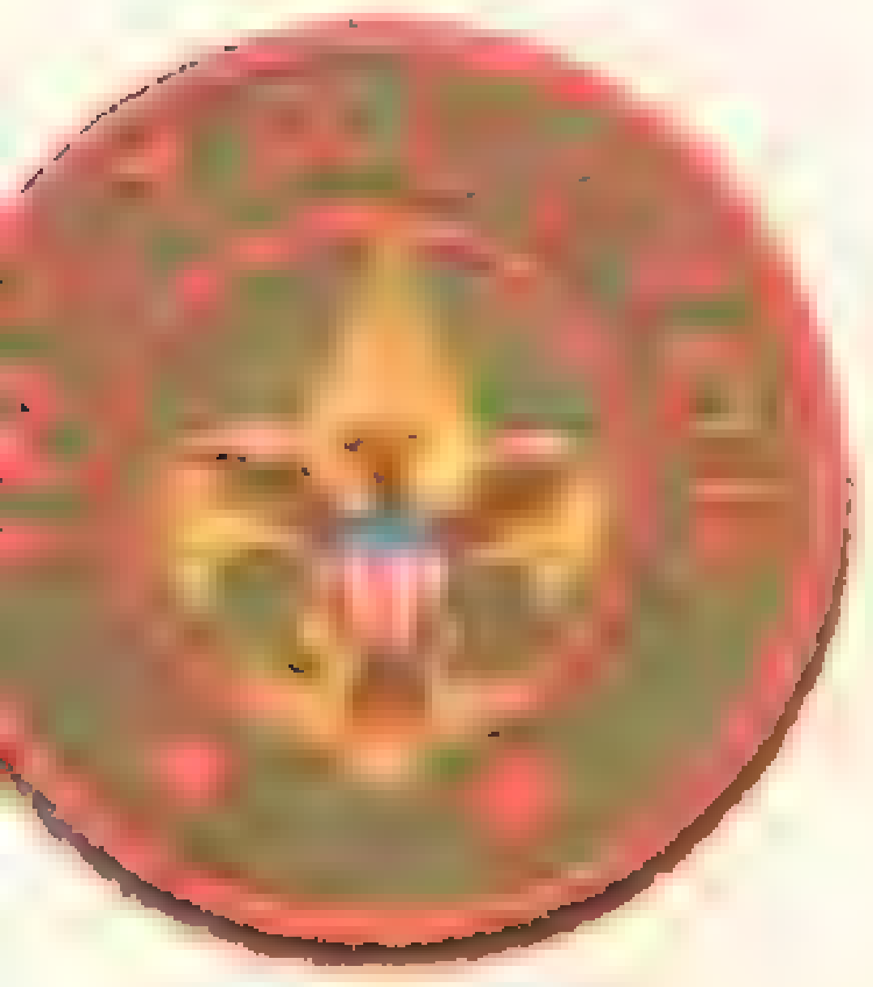
Troop bugler



Assistant patrol leader

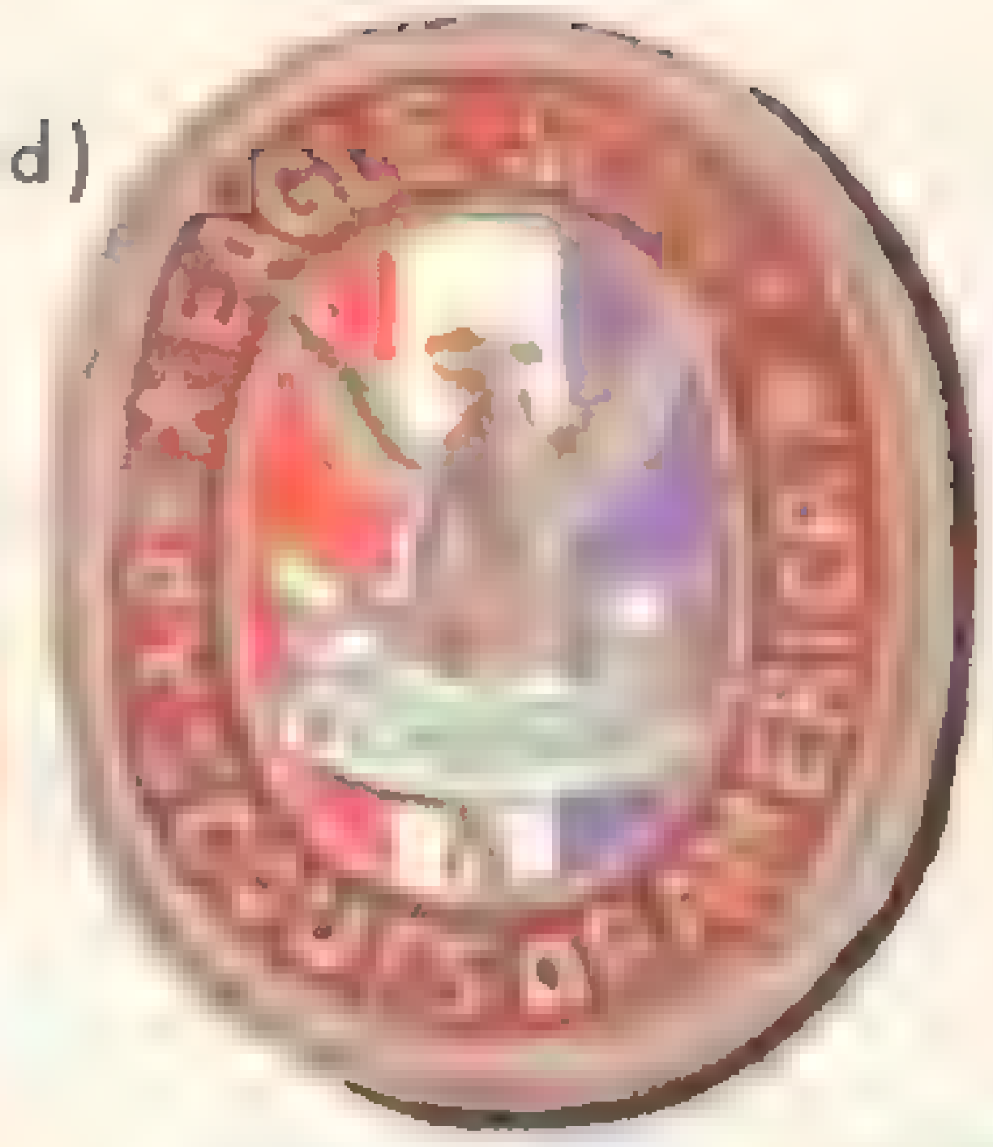


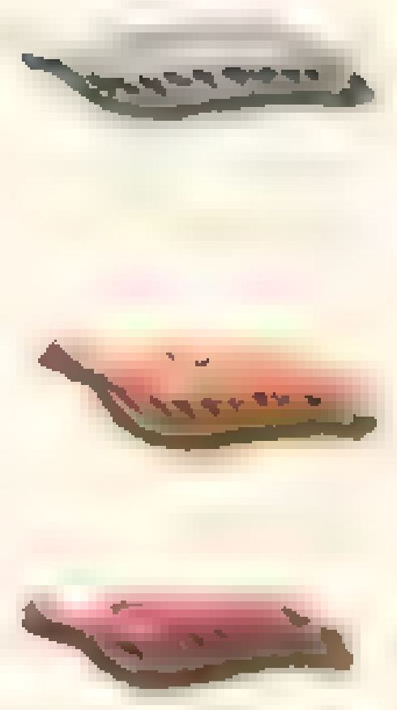
Troop quartermaster



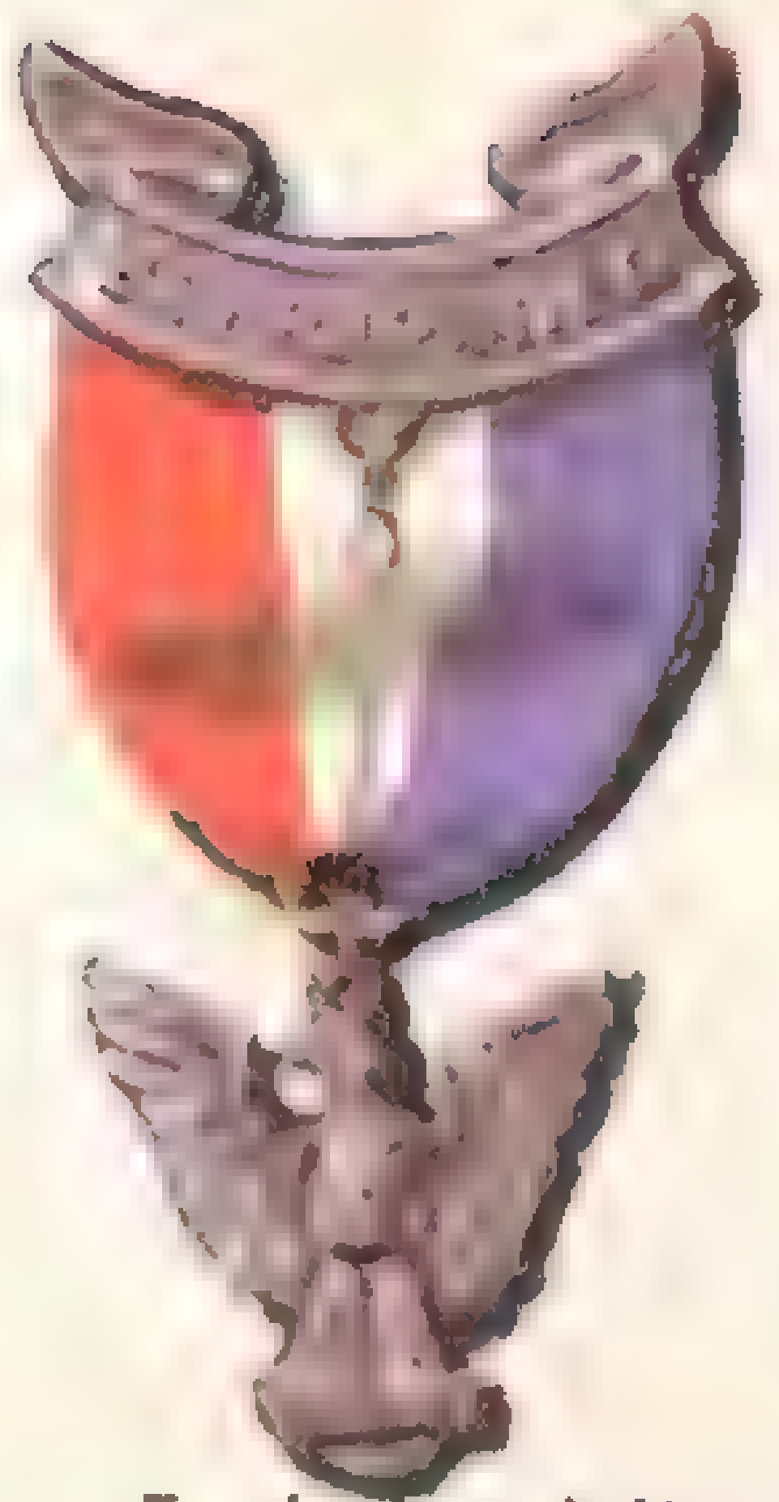
Instructor

Eagle (embroidered)

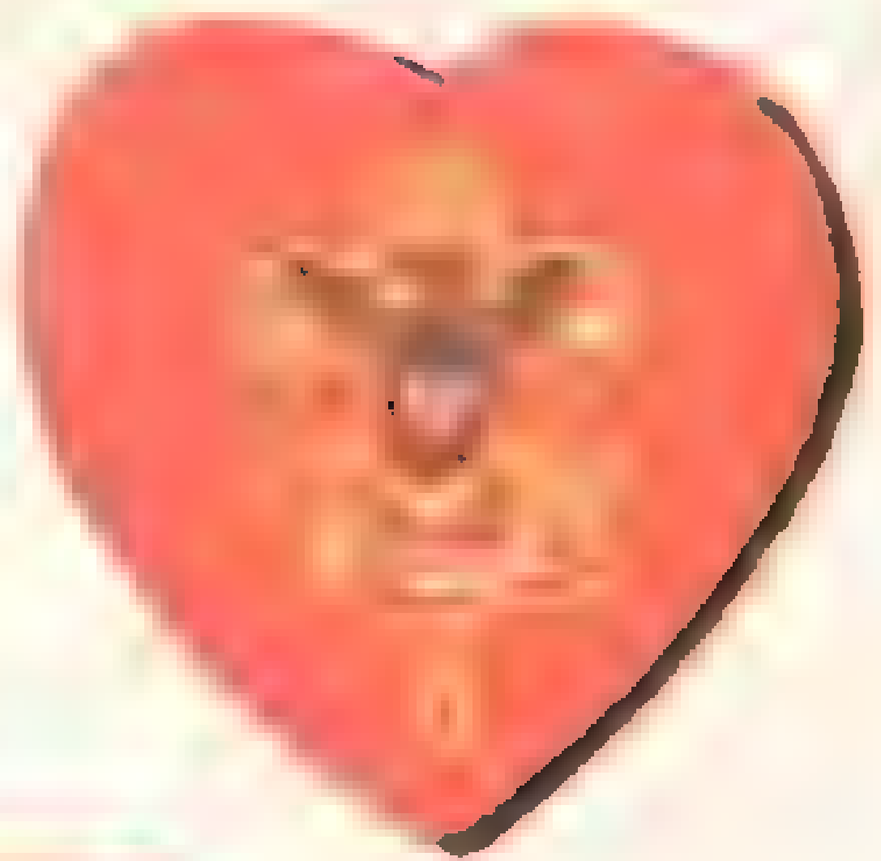




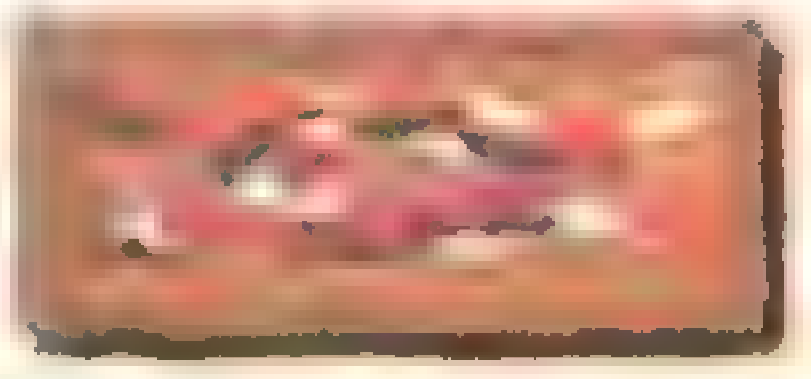
Eagle palms



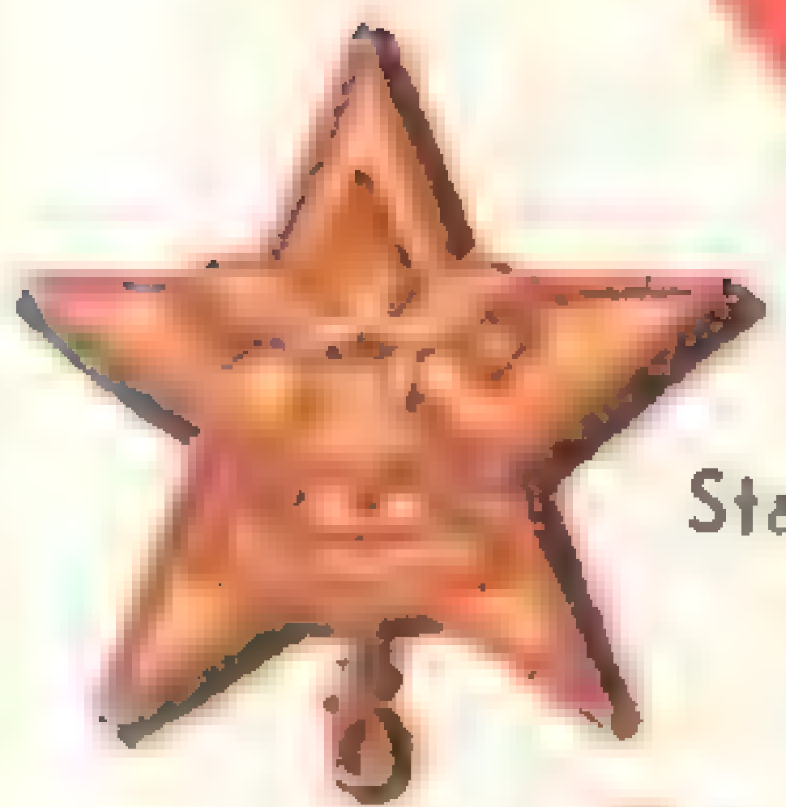
Eagle (medal)



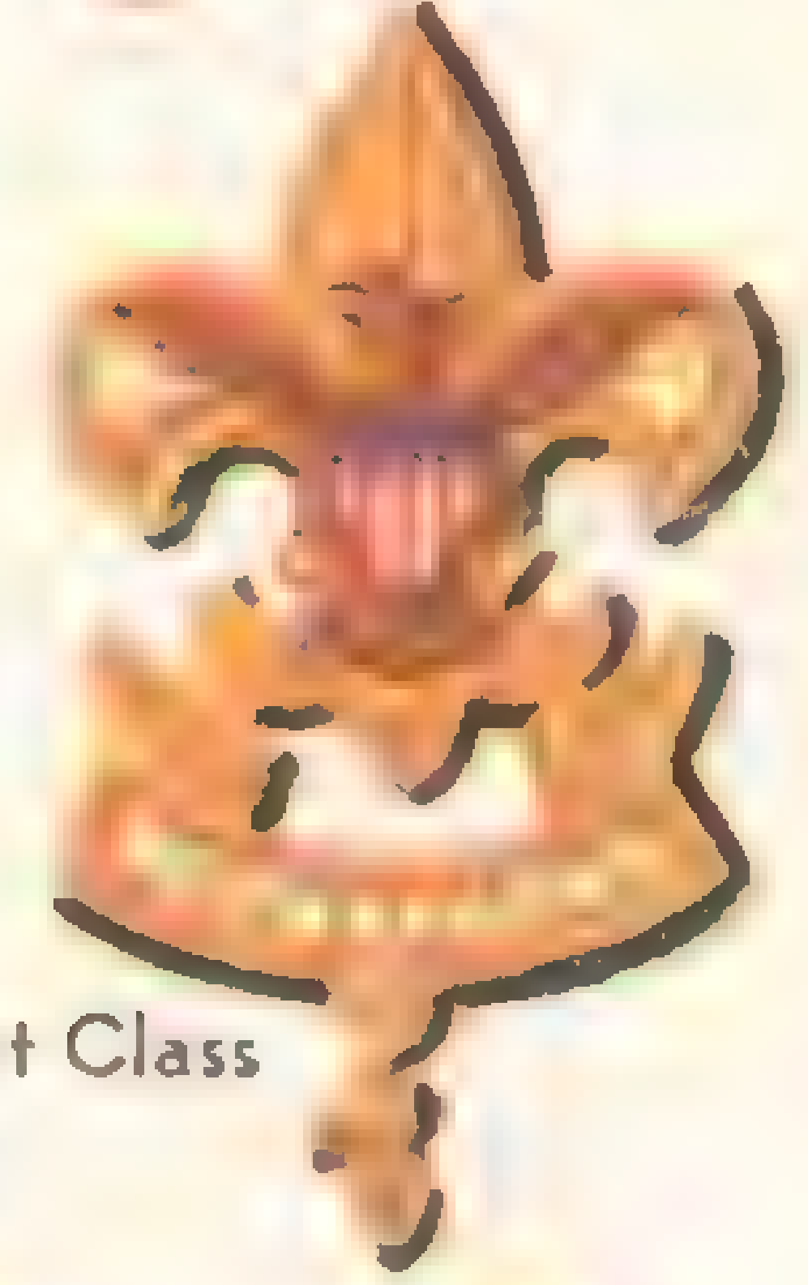
Life



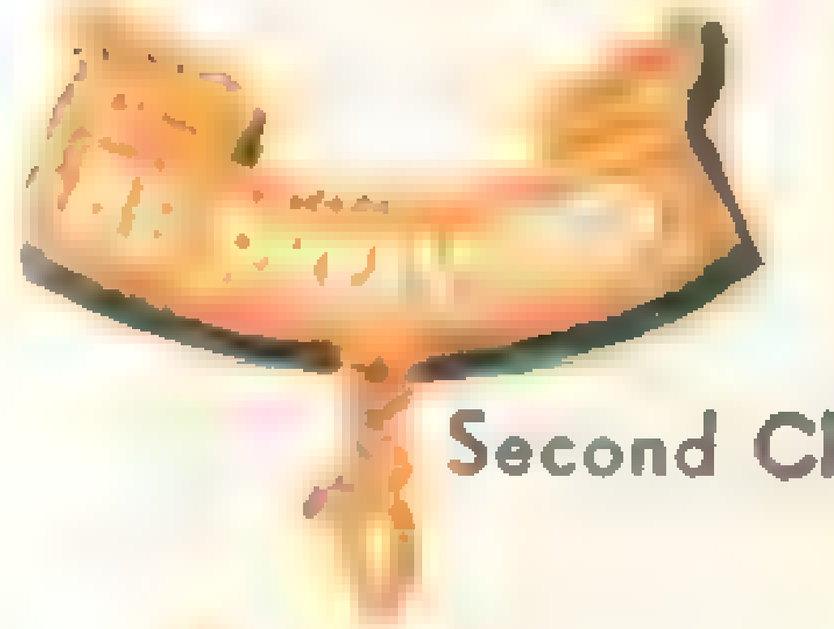
Eagle square knot



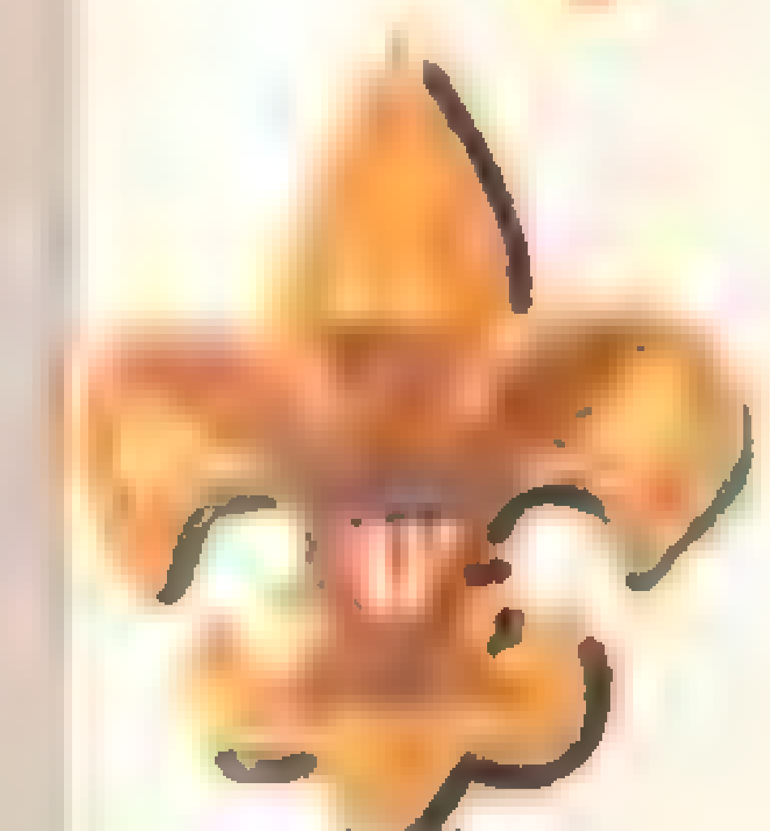
Star



First Class



Second Class



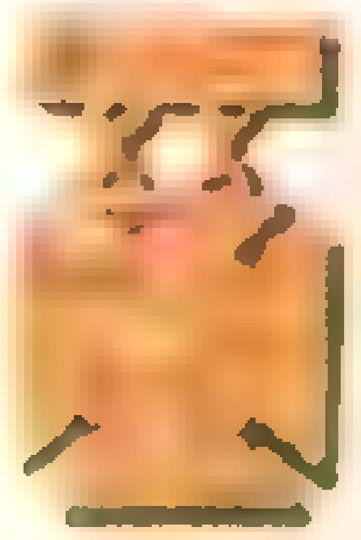
Tenderfoot

YOUR SCOUT BADGES

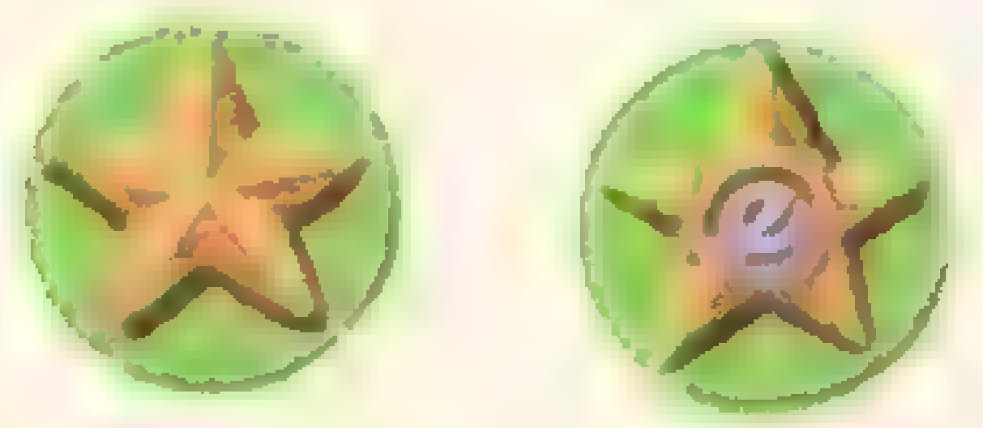
On your uniform, you wear the badges that show that you belong, that you are a member of a certain patrol in a certain troop in the Boy Scouts of America.

But there are other badges that tell of the Scoutcraft you have mastered and the rank you have reached and badges that show the world what responsibilities have been entrusted to you by your patrol and your troop.

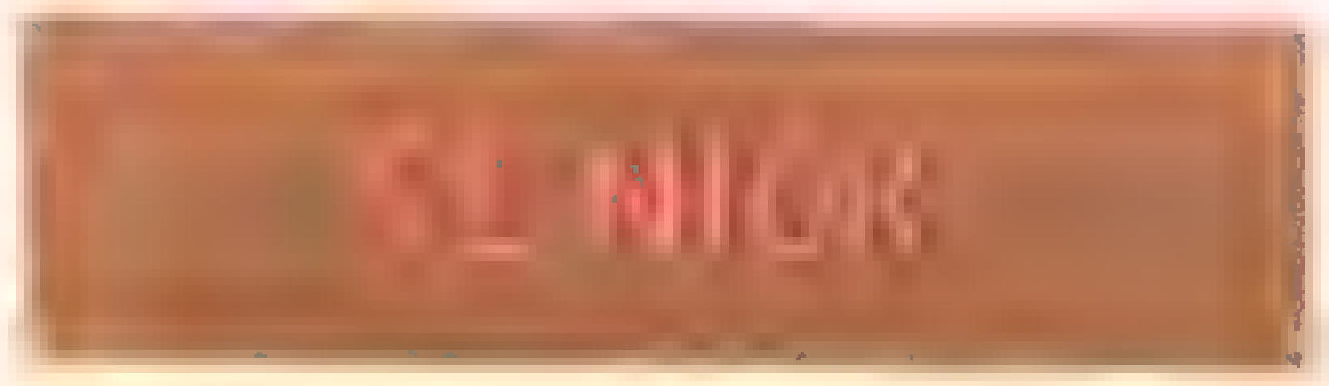
The badges you earn are the best proof of your determination to make the greatest possible use of the opportunities that Scouting offers you.



Attendance pin



Service stars



Senior strip

YOU — IN A WORLD BROTHERHOOD

When Lord Baden-Powell—famous English general and a hero to his countrymen—developed the Scouting scheme and founded the Boy Scout movement, he had no idea that it would prove popular enough to spread around the world. But that is what happened.

The day you become a Scout, you join a world brotherhood with close to nine million members in more than seventy countries around the globe. All these Scouts have pledged themselves to the Scout Oath and Law. All of them consider you their brother.

YOU ON THE SCOUTING TRAIL

The door to Scouting fun is wide open to you. You will be welcomed in a Boy Scout patrol and troop, and boys already Scouts will help you have a wonderful time in Scouting.

This book will be your guide. The pages printed in red and black tell you how to become a Tenderfoot Scout. The pages in brown and black lead you on to Second Class. The pages in green and black guide you to First Class. The pages in gray and black take you through Star and Life to Eagle Scout rank.

Ready to set out on the Scouting trail? Then LET'S GO!

THE ADVANCEMENT TRAIL TO EAGLE
THE CAMPING TRAIL TO FIRST CLASS
THE HIKING TRAIL TO SECOND CLASS
THE STARTING TRAIL TO TENDERFOOT

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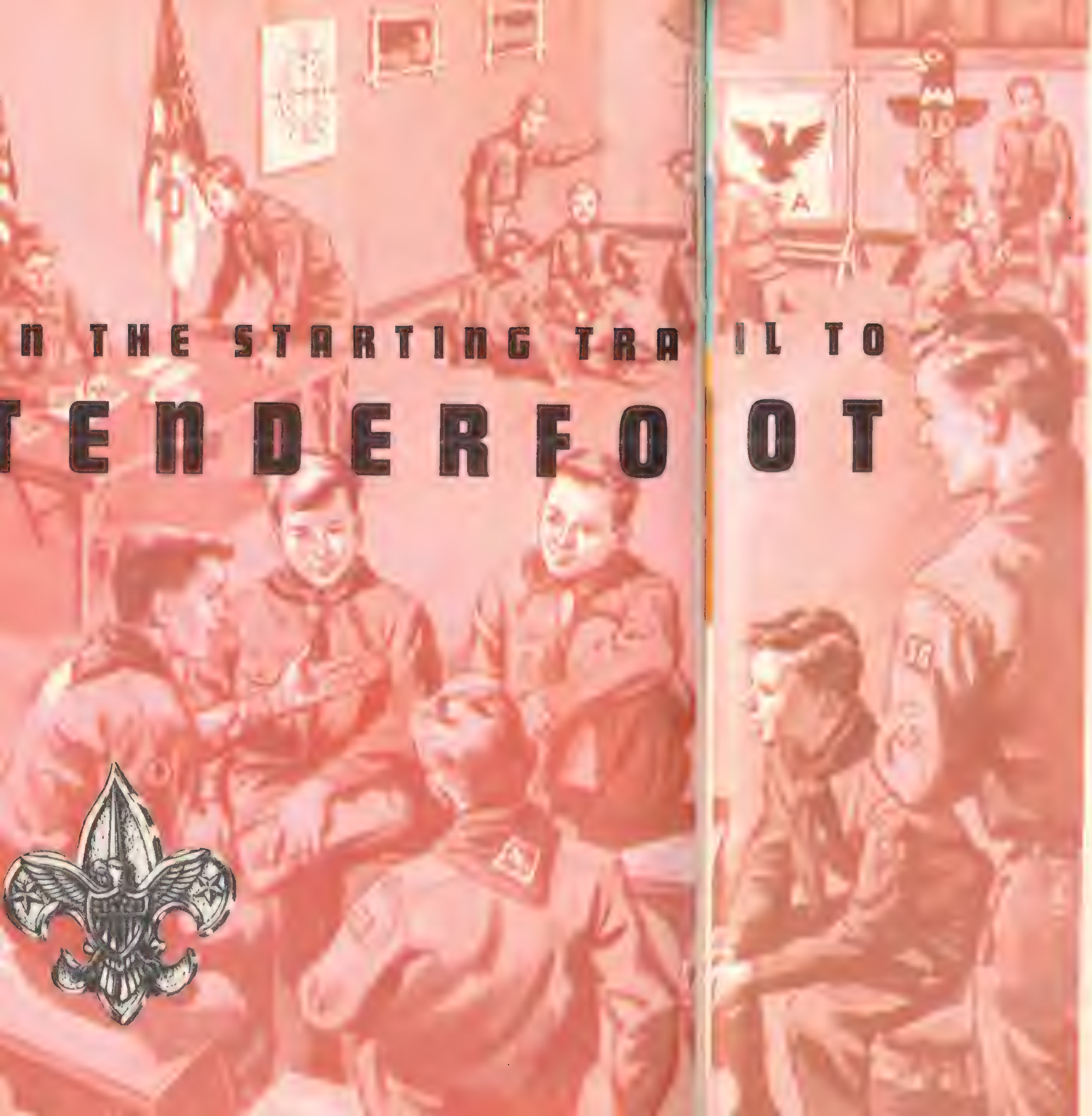
TENDERFOOT



MY TENDERFOOT SCORE

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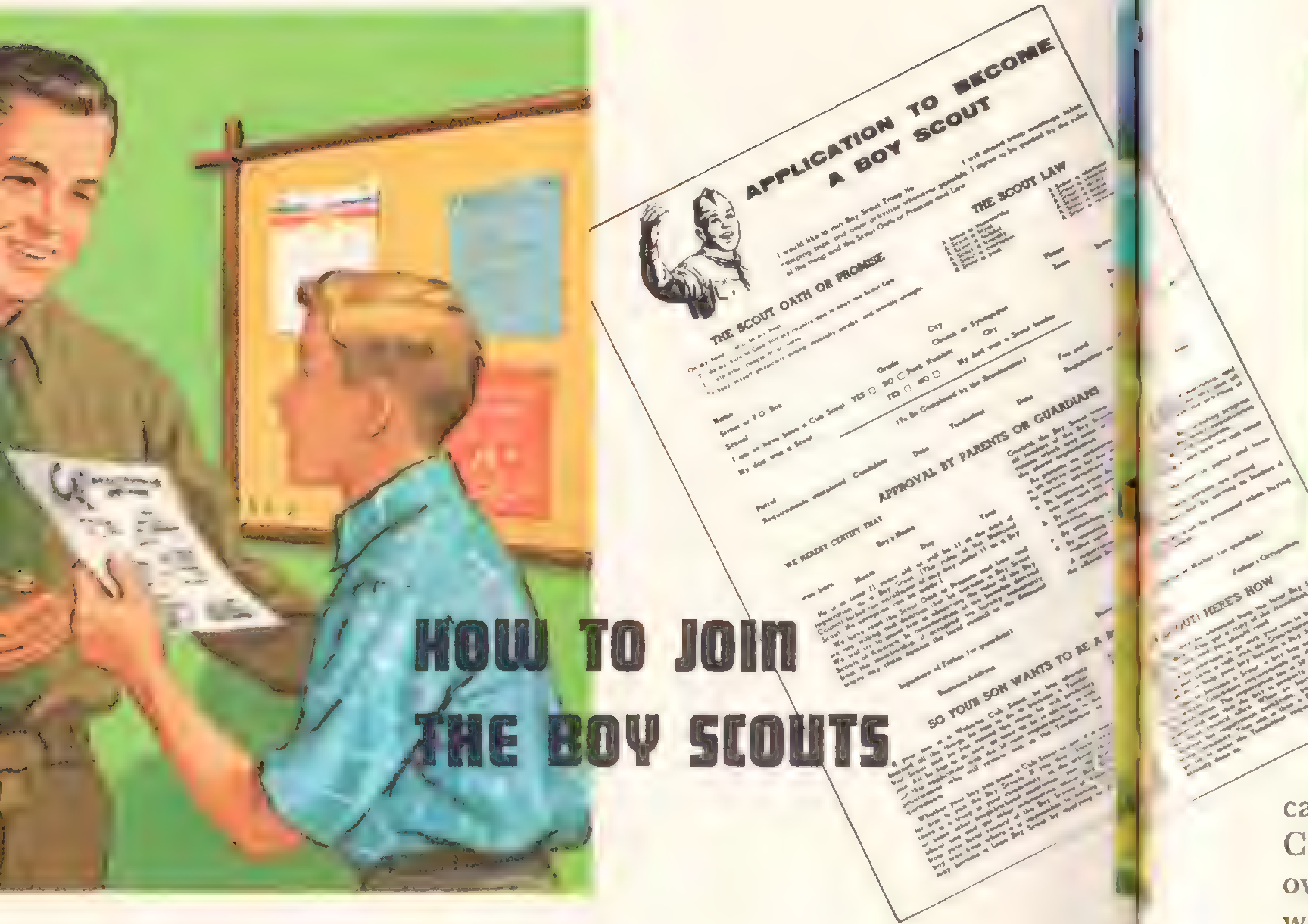


APPLICATION TO BECOME A BOY SCOUT

THE SCOUT OATH OR PROMISE

THE SCOUT LAW

APPROVAL BY PARENTS OR GUARDIANS

SO YOUR SON WANTS TO BE A

HOW TO JOIN THE BOY SCOUTS

So you want to get in on all the fun and excitement that Scouts have?

Well, there are three things you have to do to become a Boy Scout and enjoy the fellowship of a patrol and a troop.

First, you have to be at least eleven years old.

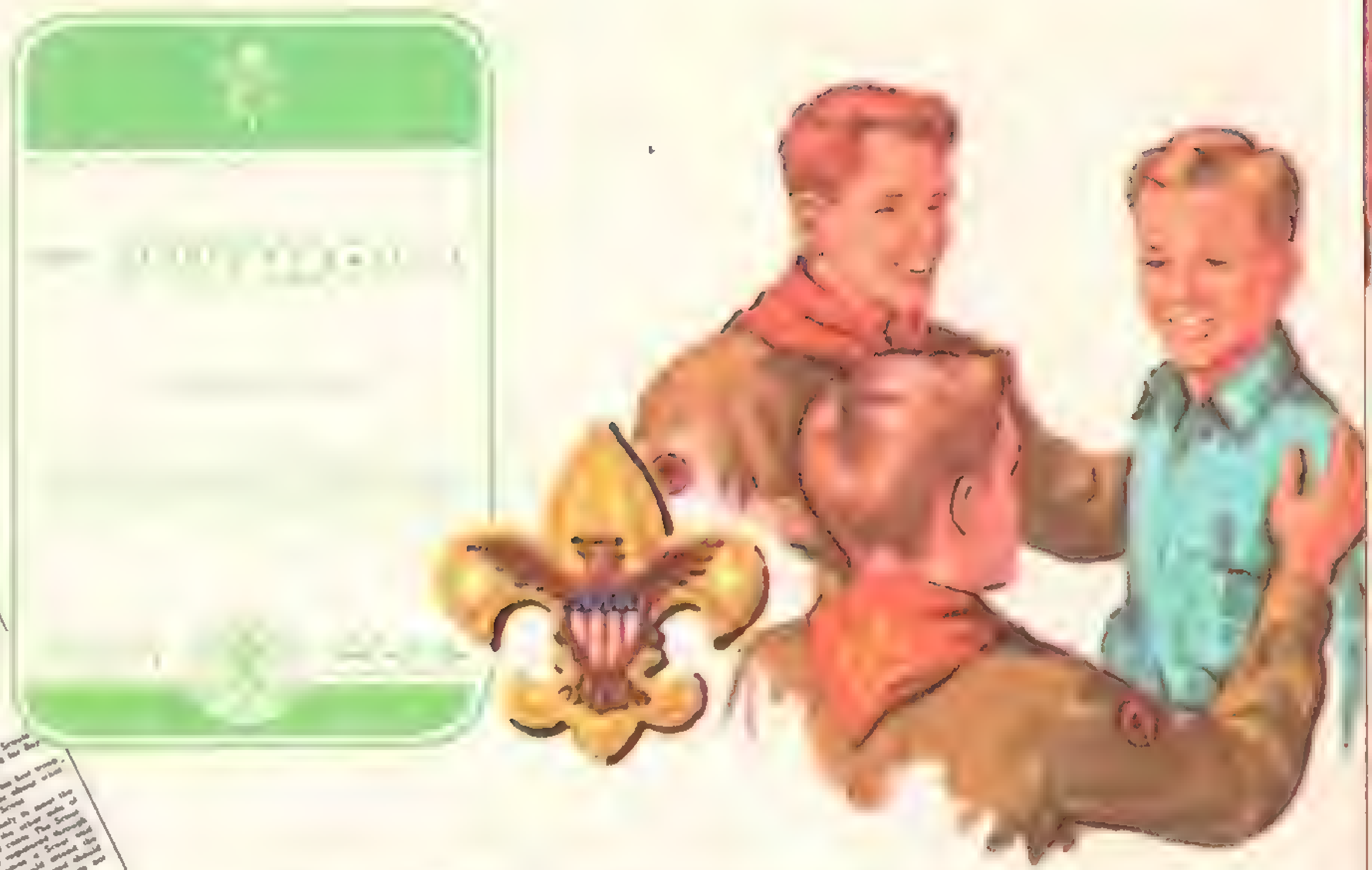
Second, you have to find a Boy Scout troop near your home.

Third, you have to know the rules of Scouting and the skills expected of a Tenderfoot Scout.

Your Age. There isn't much you can do about your age.

If you are eleven or more, fine! You can be a Boy Scout right away.

If you aren't eleven yet, you'll just have to wait and let nature take its course. But in the meantime, if you are eight or more, you can be a member of the younger branch of the Scout movement—Cub Scouting—and have a swell time with other boys of your own age. Then, as you get close to eleven, you can train yourself with some of the other Cub Scouts to become a Boy Scout the moment you reach your eleventh birthday.



The registration card you receive when you join shows that you are a member of the Boy Scouts of America.

Finding a Troop. You should have no difficulty finding a troop near your home—there are thousands of them scattered across America.

Ask the fellows you know. Some of them are probably Boy Scouts already. When you tell them you want to join, they'll invite you to their next meeting—and you are immediately on your way to becoming a Boy Scout.

Or ask your teacher or religious leader. Very possibly, there's a Boy Scout troop in your school, or in your church or synagogue.

If you live in a large town or city and still haven't found a troop, look in the telephone book under "Boy Scouts of America." Call the number you find, ask about a troop in your vicinity, and get the name and telephone number of the Scoutmaster. Phone him and ask him when and where the troop meets. Then go to the next meeting and get ready to join. Take your dad along to that first meeting so that he, too, can find out about the troop and can meet the Scoutmaster.

If, by any chance, you live far out in the country where there isn't a Scout troop, that won't prevent you from becoming a Boy Scout. Send a letter to the Boy Scouts of America, National Council, New Brunswick, New Jersey, and explain the situation. They'll tell you how to become a lone Scout or how to form a neighborhood patrol of your own.

Meeting the Tenderfoot Tests. Simply coming to a troop meeting and getting in with your future pals won't make you a Boy Scout overnight. There are skills you must learn and rules you must follow to be a full-fledged Scout. These skills and rules are spelled out in the Tenderfoot tests on the next couple of pages.

As you read the Tenderfoot tests you will see that they divide naturally into three main sections—each of them important to a real Scout:

The SCOUT TEAMWORK tests will teach you what you need to know about your patrol and troop and about the life that's ahead of you in Scouting.

The SCOUTCRAFT tests give you your first taste of the many skills you will learn as a Scout.

The SCOUT SPIRIT tests tell you the rules of the Scouting "game."

Study the Tenderfoot tests carefully, then settle down to meet them. You will get plenty of help from the fellows in the patrol you expect to join, especially from your future patrol leader. Your dad can help you, too—he was probably a Scout himself when he was a boy. If you are a Cub Scout, you will learn the tests while you work for your Webelos badge in your Webelos den.

When your patrol leader is confident that you know your stuff, he'll get you a Scout application blank. Have your parents fill in this blank and sign it. Then sign it yourself and take it to your Scoutmaster with your national membership fee of 50 cents.

Your Scoutmaster will go over the Tenderfoot tests with you to make sure that you know them and understand them. When he is satisfied, he will send your application and your membership fee to the National Council of the Boy Scouts of America through your local council office.

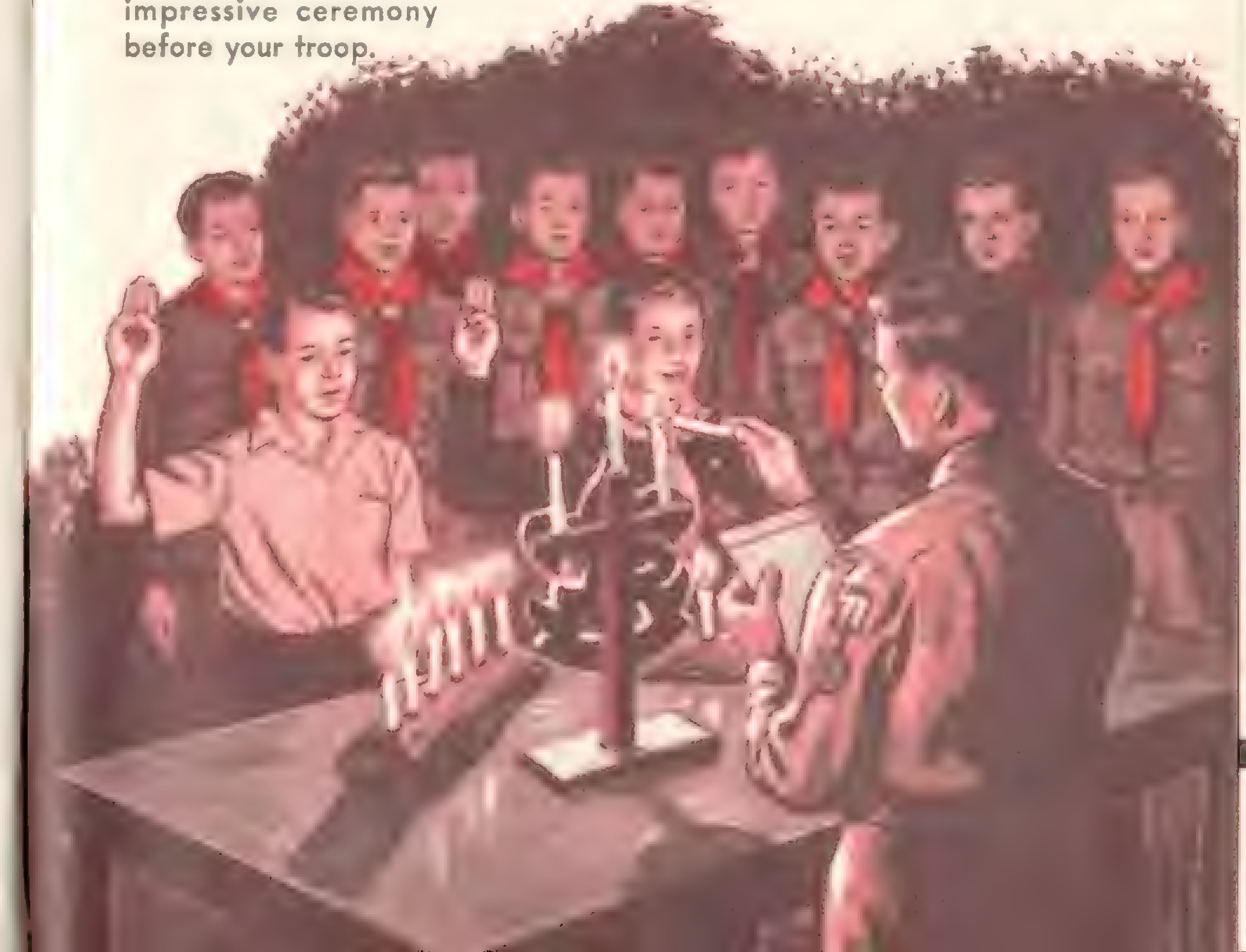
Your Investiture. Now comes the big moment when you are received into Boy Scouting in a simple investiture ceremony.

Some evening at a troop meeting or some night at a campfire, you stand before your Scoutmaster, the Scouts of the troop, and your parents. You raise your right hand in the Scout sign and solemnly dedicate yourself to the Scout Oath:

"On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight."

From then on you are a member of the world brotherhood of Scouting and are on your way with your patrol and troop toward a life of outdoor fun and adventure, of service to others, of training yourself to become the kind of MAN you want to be.

You dedicate yourself to the Scout Oath at an impressive ceremony before your troop.



TENDERFOOT TESTS

To become a TENDERFOOT SCOUT, you must be at least eleven years of age and do the following:

SCOUT TEAMWORK

Knowing about the patrol and troop and the life ahead of you in Scouting:

1. Explain the name of the patrol you will join and give its call or yell. Tell who your troop leaders are and what they do in the troop.
2. Tell, in a general way, what you have to do to become a Second Class and a First Class Scout. Describe the Scout badge and explain its meaning.
3. Describe the Scout uniform. Tell when and where to wear it and how to care for it.
4. Give the Scout sign, salute, and handclasp.

SCOUTCRAFT

Setting out to learn a few simple things that all Scouts should know about Scoutcraft, their community, and their country.

1. Tell why natural resources are important to you and to the future of your country. Describe the harm to a live tree that results from hacking it or tearing off its bark. Explain what care should be taken before building a fire in the open.
2. Whip the ends of a rope at least one-quarter inch in diameter. Join two ropes with a sheet bend. Tie a rope to a post with two half hitches. Attach a rope to a post or rail with a clove hitch. Fasten one end of a rope around your waist with a bowline.
3. Tell how, in an emergency, you would reach a doctor or a hospital and the police or sheriff's office nearest to your home. Explain how, in your community, you would report a fire. Tell why it is important to care for a cut or a scratch and show on yourself how to do it. Tie a bandage with a square knot.
4. Describe the flag of the United States of America and tell its history in brief. Tell when to fly it. Show how to hoist, lower, display, and fold the flag and how to salute it. Recite the pledge of allegiance to the flag.

SCOUT SPIRIT

Learning about the ideals and traditions of Scouting:

1. Recite the Scout Oath (or Promise) and explain its meaning.
2. Repeat the twelve points of the Scout Law, the Scout motto, and the Scout slogan, and explain the meaning of each of them in your own words.

When you have passed the tests in Tenderfoot Scout teamwork, Scoutcraft, and Scout spirit before your Scoutmaster, he receives your application and registers you as a Boy Scout. You take the Scout Oath (or Promise) at a ceremony in front of your patrol and troop and are then entitled to wear the Tenderfoot badge and the official uniform of the Boy Scouts of America.

SCOUT TEAMWORK

A few years from now you'll be a man—and every real man wants to make good. The skills you learn will count a lot. So will your enthusiasm and initiative. But one of the most important things will be your ability to work with other people. In Scouting you have a wonderful chance for learning what teamwork means as you live your Scouting life in patrol and troop.

YOUR BOY SCOUT PATROL

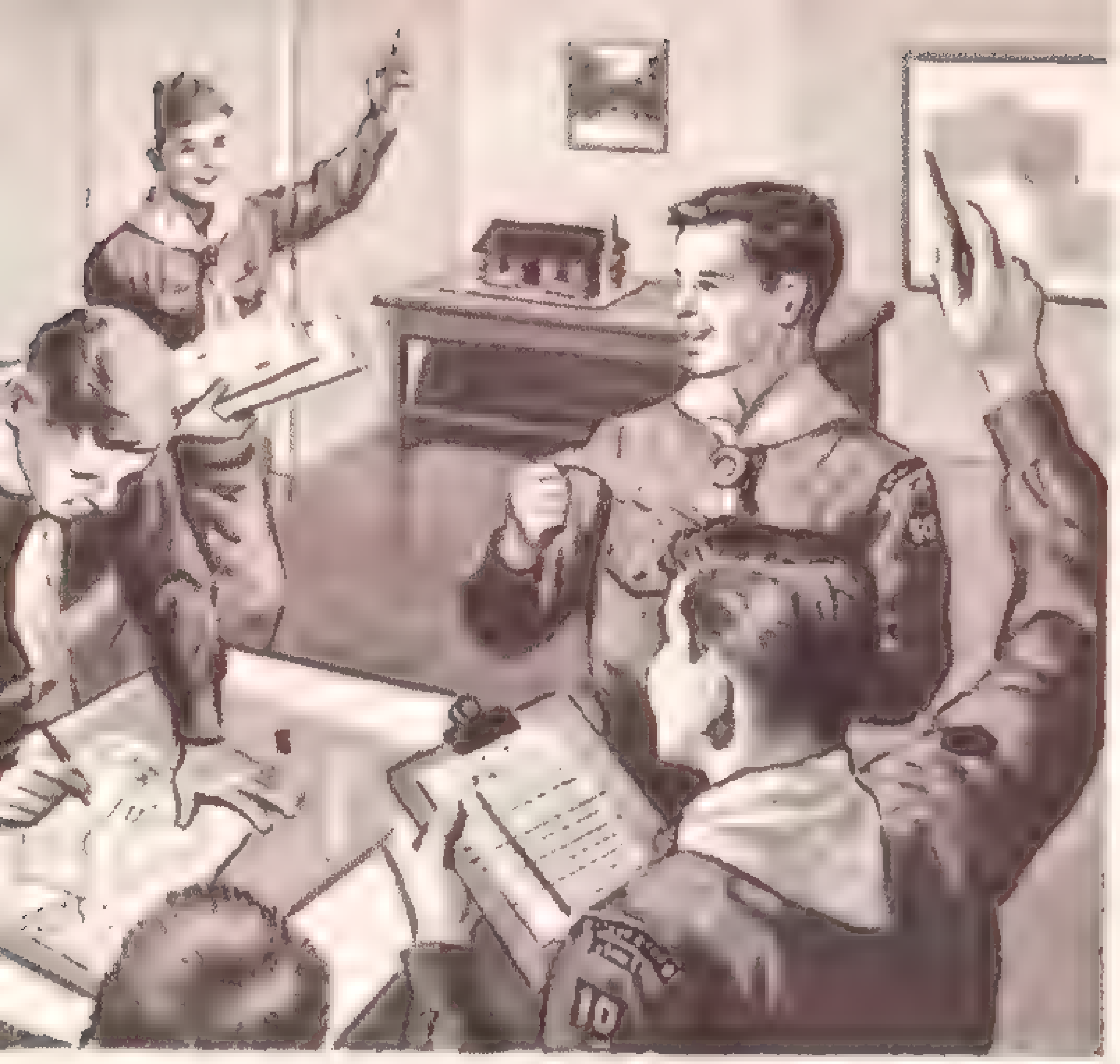
The Scout patrol is the finest boys' gang in all the world. The patrol is the unit that makes Scouting go. It is a group of boys, usually six to eight, who pal together because they like to do the same kind of things.

A patrol is a team, with all the fellows playing the game of Scouting, with all of you working toward the same goal, all of you having a whale of a good time. And why shouldn't you? In the patrol you learn what fun it is to go hiking and camping with your best friends . . . to build your own fire and cook your own food . . . to swim, to dive, to paddle a canoe . . . to live your life according to the Scout code . . . to sit around a glowing campfire and sing and laugh together in real comradeship.

Your Patrol Leader. Naturally, no gang of boys can turn into a good Scout patrol unless it has a good leader. So the fellows make sure to choose the Scout they respect the most as their patrol leader—one who has the energy and will to work and the enthusiasm to make the patrol the finest ever.

The patrol leader is responsible for what happens in the patrol. He says to the rest of the gang, "Come on, let's go!" and starts off. He leads the patrol at patrol and troop meetings, on hiking and camping trips. He suggests Good Turns for all of you to do, thinks up ways for his fellows to get somewhere in Scouting, do something, be somebody.

It is up to all of you in the patrol to follow your patrol leader through thick and thin. You've got to stick together for the good



of the patrol. At times you must be willing to give up cheerfully some of your own comforts if it will benefit the patrol. "All for one—one for all." That's the idea.

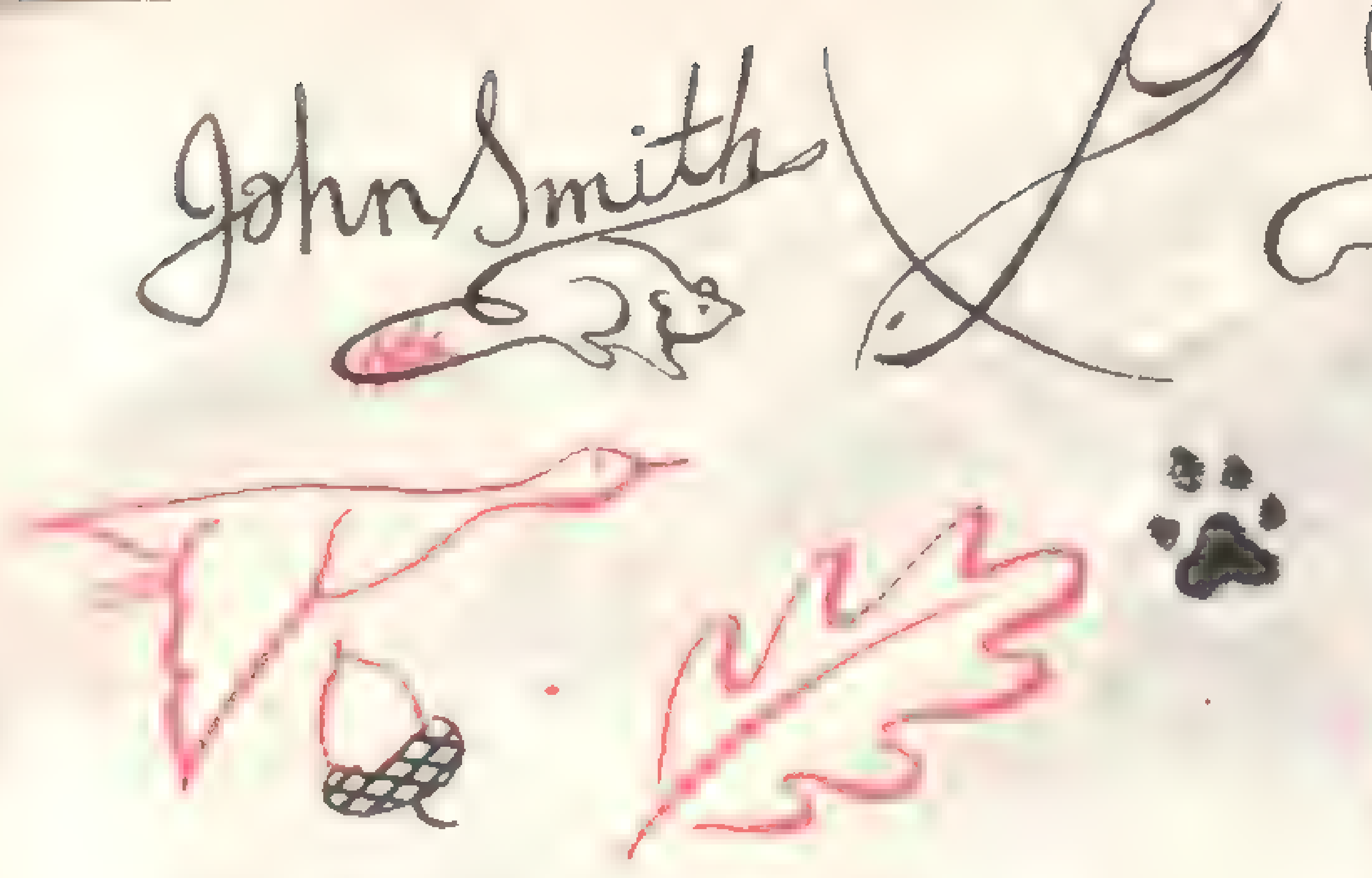
To help him do his job, the patrol leader picks the best fitted Scout for assistant patrol leader. The assistant takes over the leadership when the patrol leader cannot be there.

There is a job for everyone in the patrol—for you, too, even if you are just joining. One fellow is the patrol scribe who writes up the record of the patrol in the patrol's history book. Another is the patrol treasurer who collects dues and keeps the money score. The patrol quartermaster has charge of patrol equipment, and the patrol's hikemaster, grubmaster, and cheermaster help make every hike and camp a success.

Explain the name of the patrol you will join . . .

The Name of Your Patrol. Every patrol has a name of its own. If you join an old patrol its name will have a lot of history and tradition behind it. You bet! Every fellow will be proud of it. A new patrol, on the other hand, spends a lot of time discussing a name before deciding on one that will really fit.

Most patrols pick the names of animals or birds. Those names have the real flavor of the out-of-doors. A Maine patrol that has tracked a moose on a nature hike may decide to become the Moose Patrol, while a Florida patrol may call itself the Alligators. A patrol that lives in the Rockies may consider the Mountain Lion Patrol a suitable name, while another gang in the mountains of the East might pick the name of Soaring Eagles.



EAGLE
B.S.A.
KEEP OUT

NAME OF MY PATROL IS

....

MY PATROL CALL IS

....

PATROL NAMES AND CALLS

Alligator	Grunting hiss
Antelope	Shrill snort
Bat	High squeak
Bear	Deep growl
Beaver	Clap hands sharply once
Bob White	"Bob-bob-white"
Buffalo	Lowing "Um-mooww"
Crow	"Caw-caw-caw"
Cuckoo	"Cook-koo"
Eagle	Shrill "Kreeee"
Flaming Arrow	"Whsssss"
Fox	Sharp bark
Hawk	High shrill whistle
Moose	"Oh-ah, oh-ah, oh-ahhh"
Owl	Loud "Coo"
Panther	"Keeook"
Pelican	"Clap-clap-clap"
Pine Tree	Whistle imitating wind
Raccoon	Thin whine "Mm-mmm"
Rattlesnake	Rattle pebbles in can
Raven	"Kar-kaw"
Seal	Sharp bark
Whippoorwill	"Whip-poor-will"
Wolf	Loud howl "Hoo-ooo"

For other names make up your own patrol call.

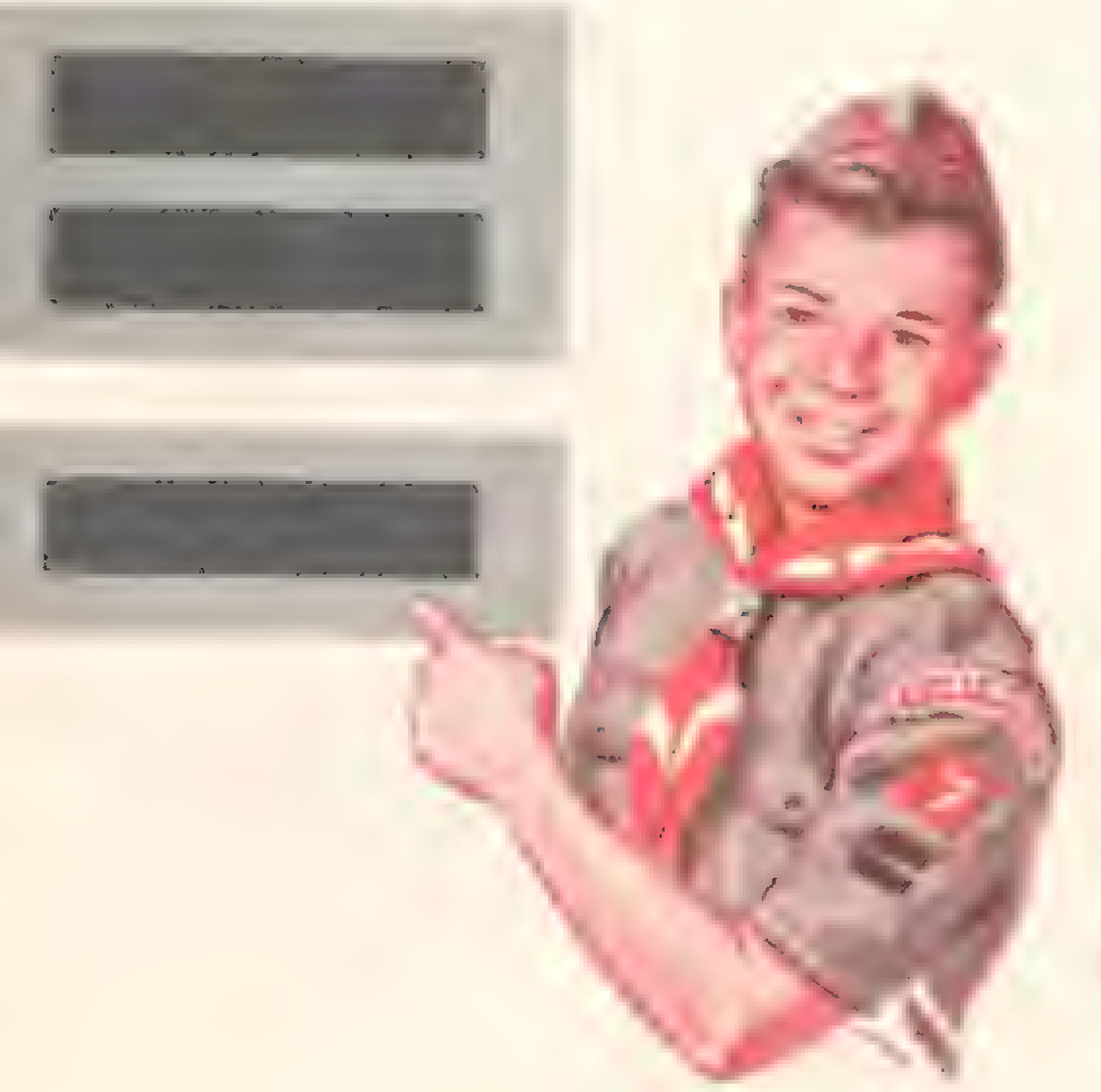
Or how do names like Diving Seal Patrol, Roaming Buffaloes, Speedy Beavers, or Silent Panthers strike you? Naturally, you'll expect the Seals to be experts at swimming, the Buffaloes real hikers, the Beavers tops at pioneering, the Panthers masters in stalking. Something to aim for!

Patrol Flag and Emblem. Your patrol has a flag that displays the emblem or "totem" of your patrol. The best kind of patrol flag is one the gang has made itself—from the first idea of its design to the special secret marks on it. How proud you feel as you carry it on the hike or see it fluttering in the breeze over your patrol camp!

You wear the patrol emblem on the medallion on your right sleeve for the same reason—to show your pride in your patrol, to tell the world where you belong and what you stand for. Probably you also stencil your emblem on your pack, your tent, and other camping gear. You learn to draw the patrol emblem with a few quick strokes and add your "totem" to your signature whenever you sign your name.

The best patrol in the troop—you're part of it!

The patrol leader's badge has two green stripes, the assistant patrol leader's has one. That's why these leaders are often referred to as "Green Bar Men."



. . . give the patrol call or yell.

Patrol Call. Your patrol has a call — the cry of your patrol animal.

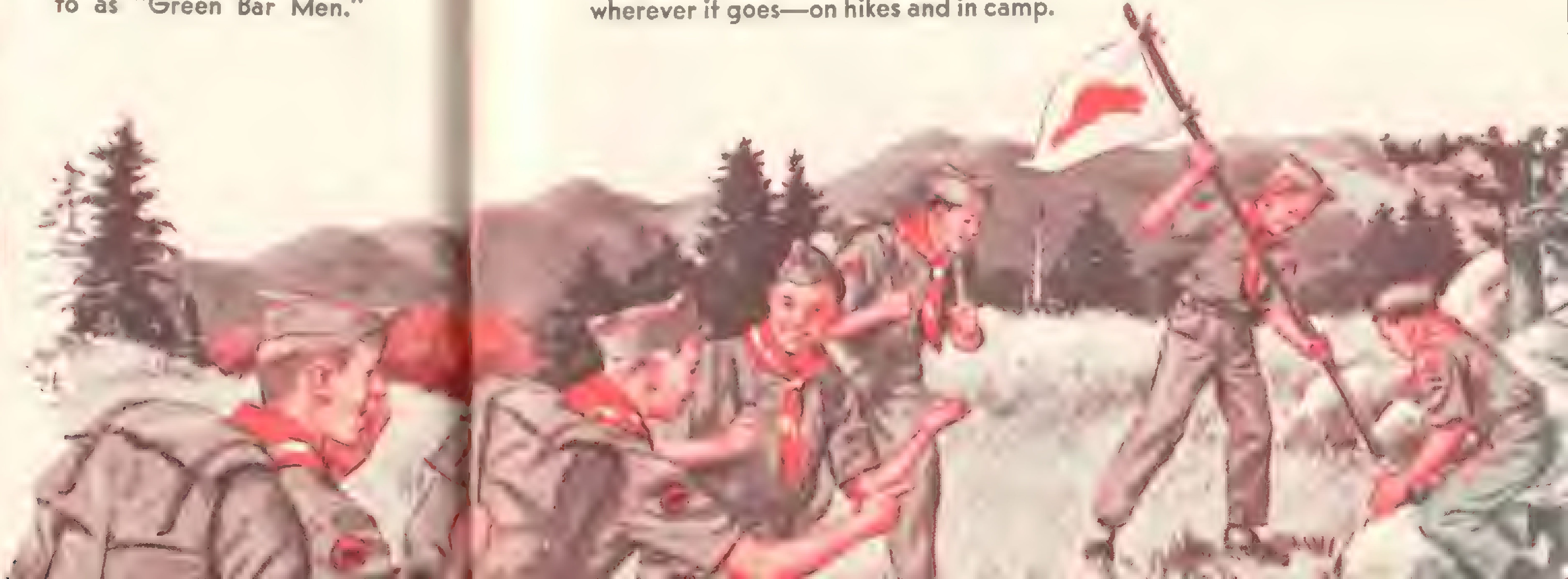
As a Moose or a Hawk or a Fox or an Owl, you use the call of your namesake—the bellow of the moose, the whistle of the hawk, the bark of the fox, the hoot of the owl. Even if the gang is not named for an animal, you will still have an animal call for a patrol call. Indians used animal sounds for warnings, explorers attract the animals they want to study by imitating their calls.

The patrol call is meant to be used. You give the call softly under your buddy's window and he quickly joins you. In deep woods, your patrol leader sounds the call for the gang to gather—the fellows in the patrol know what is up while others will think that it is just one of the natural calls of the woods and will pay no attention to it.

Patrol Doings. An honest-to-goodness, live-wire patrol does plenty of things on its own. It always has a lot of interesting plans under way, whether patrol meetings, hikes, camps, Good Turns, stunts, making tents, fixing up a patrol den.

Patrol meetings are held regularly in the homes of the members, in the patrol's own den, or in the troop meeting room. The meetings are planned in advance by the patrol leader with the help of

The patrol flag follows the good patrol wherever it goes—on hikes and in camp.



the rest of the patrol, and there's something for everyone to do.

It is at patrol meetings that you fellows help each other advance in Scoutcraft. It is here that all the great things you want to do are decided on. It is here that your friendships grow.

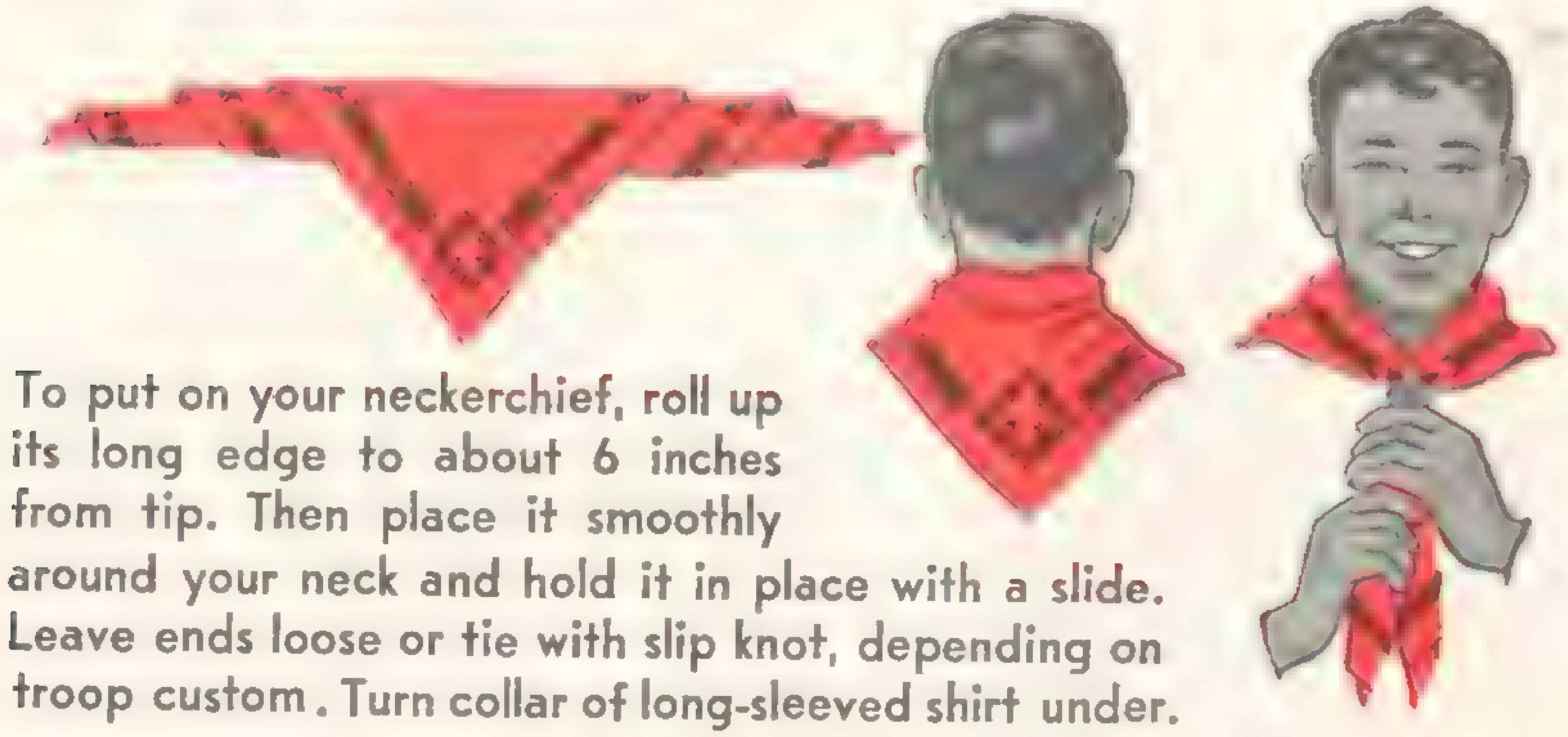
The good patrol, under a trained leader, has its own patrol hikes and camps from time to time. Those hikes and camps are the high spots in the patrol's life. It is around the fires of the gang that patrol spirit reaches its peak, where each of you comes closest to the heart of Scouting.

YOUR BOY SCOUT TROOP

The patrol does not stand alone. It is part of the troop. And just as certainly as the patrol belongs to the fellows in it, the troop belongs to the three or four or more patrols that make it up.

Around your neck you wear the neckerchief in your troop's colors. On your left sleeve you wear the troop number. Every Scout is proud of his troop. Every Scout does his best so that the troop, in turn, will be proud of him. For years to come, you'll be a member of that good old troop, and while living in it, you'll build memories that will last a lifetime—of troop songs around the fire on a cold winter's night, swims at camp, treasure hunts, father-and-son camps, parents' nights, courts of honor, troop Halloween parties, Thanksgiving Good Turns!

The way in which you make certain of that kind of memories is by getting behind the troop leaders and backing them up in their work to make your troop the very best.



To put on your neckerchief, roll up its long edge to about 6 inches from tip. Then place it smoothly around your neck and hold it in place with a slide. Leave ends loose or tie with slip knot, depending on troop custom. Turn collar of long-sleeved shirt under.

The Scoutmaster is the key man in the troop. He is trained for the job.

Tell who your troop leaders are and what they do in the troop.

Your Troop Leaders. Now, who are your troop leaders?

First, there's your Scoutmaster. What a wonderful man he is! He spends hours figuring out how to give you fun and adventure in your troop. He takes special training to learn exciting new things for you to do. He is present at every troop meeting and goes hiking and camping with the troop. He is the friend to whom you can always turn for advice. He coaches the patrol leaders. Why does he do all this? Because he believes in Scouting, because he likes boys and wants to help them become real men.

Your assistant Scoutmasters help your Scoutmaster and take charge of the troop when needed. Like the Scoutmaster, they spend a great deal of time in training and planning and working in your behalf. A patrol dad may be helping your patrol.

Then there's the senior patrol leader who helps all the patrols with their program and is generally in charge of troop meetings, and the junior assistant Scoutmasters who are responsible for special activities, such as games and contests. They are young men who have had plenty of Scout training.

Behind these leaders is a group of men, the troop committee, responsible for the troop's welfare and ready to help it. And behind these, in turn, is the chartered institution—the church or synagogue, school or service club—that has accepted the Scouting program as one of its ways of helping boys.

The Patrol Leaders' Council. The activities of the whole troop are planned by the patrol leaders' council. This council is made up of the patrol leaders, the senior patrol leader, and the Scoutmaster. Other leaders may be invited if their help is required.

It is through this council that the boy leaders assume their responsibilities for running the troop and get the training they need to make their patrols efficient. The patrol leaders' council meets every month to arrange the details of troop meetings, hikes, and camps. Before each council meeting your patrol leader talks over with the patrol what ideas you have, then brings them with him to the meeting to pass on to the other leaders.

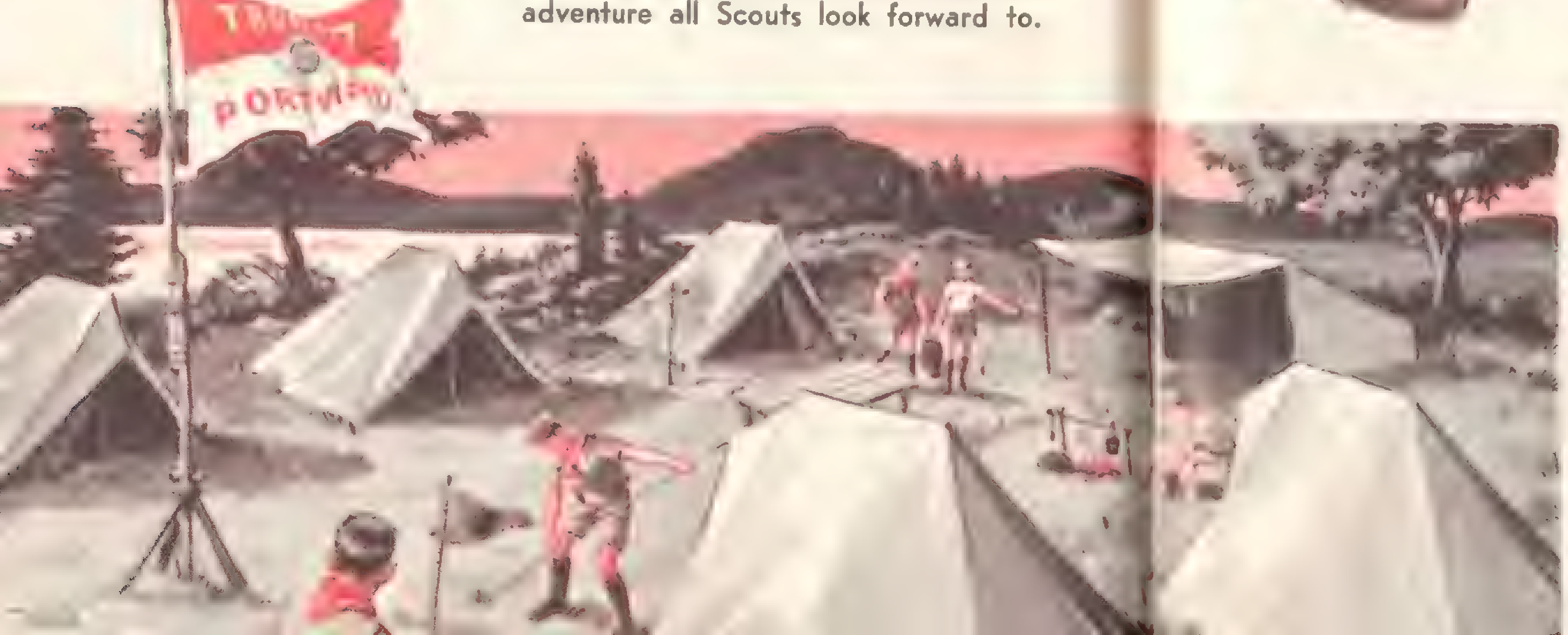
Troop Doings. All the patrols of the troop get together regularly at troop meetings. In some cases, troop meetings are held every week. Other troops may meet twice a month.

Troop meetings are taken up with games—some for training, some just for fun—and with contests between patrols so that you have a chance to show how good you are. Demonstrations and instruction in different kinds of Scoutcraft are also parts of the troop meeting. So are songs, stunts, and ceremonies.

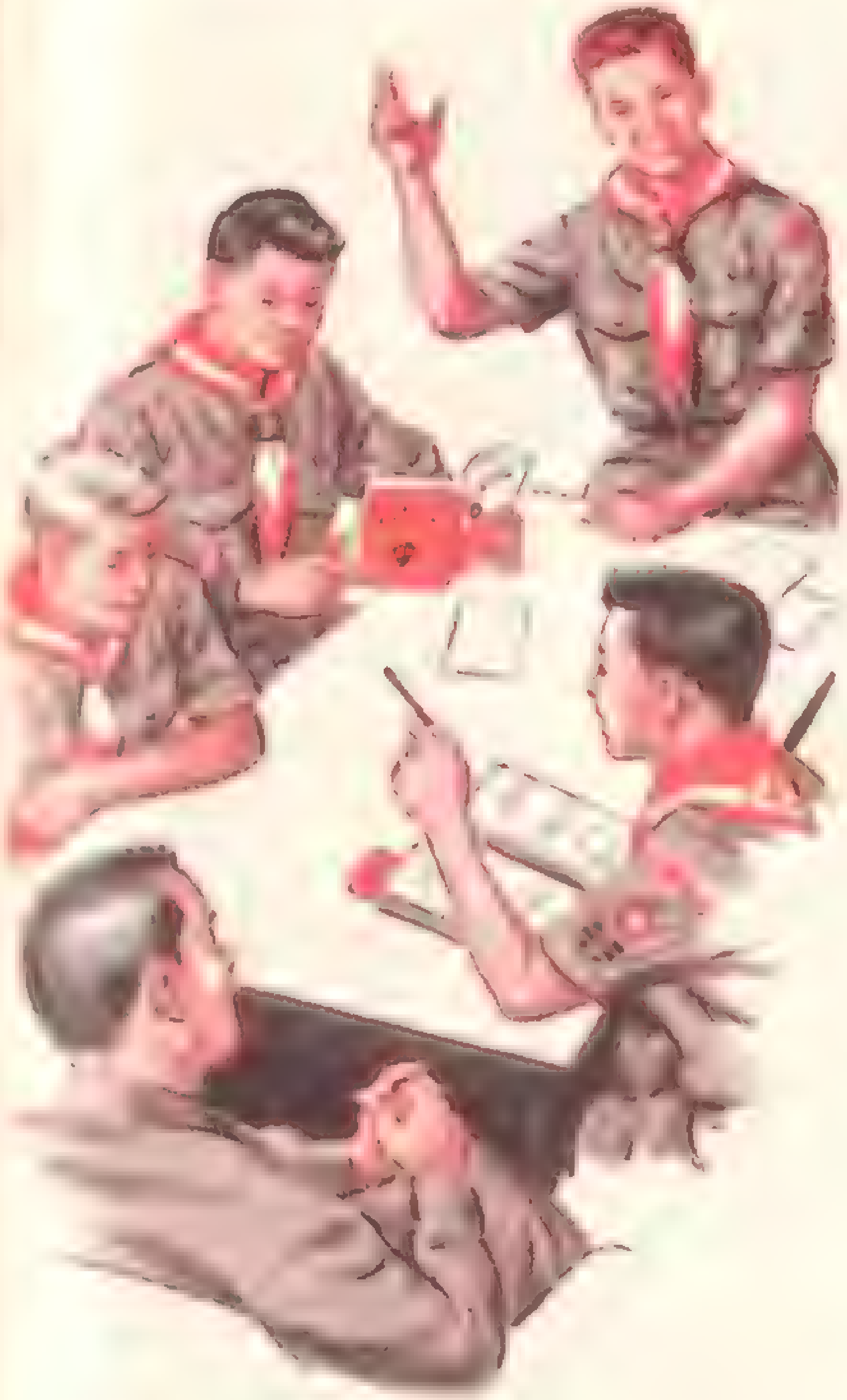
On troop hikes and in troop camp, every fellow learns how to take care of himself in the outdoors in all kinds of weather, and the patrols become skilled and self-reliant.

It is by taking part in all the activities of your troop and your patrol that you learn to be a Scout.

Summer camp with the troop—that's an adventure all Scouts look forward to.



Use this page to write down the names and addresses of your troop leaders and of all the patrol leaders in the troop.



YOUR TROOP LEADERS

SCOUTMASTER

....

ASSISTANT SCOUTMASTERS

....

....

JUNIOR ASSISTANT SCOUTMASTERS

....

....

SENIOR PATROL LEADER

....

PATROL LEADERS

OF .... PATROL

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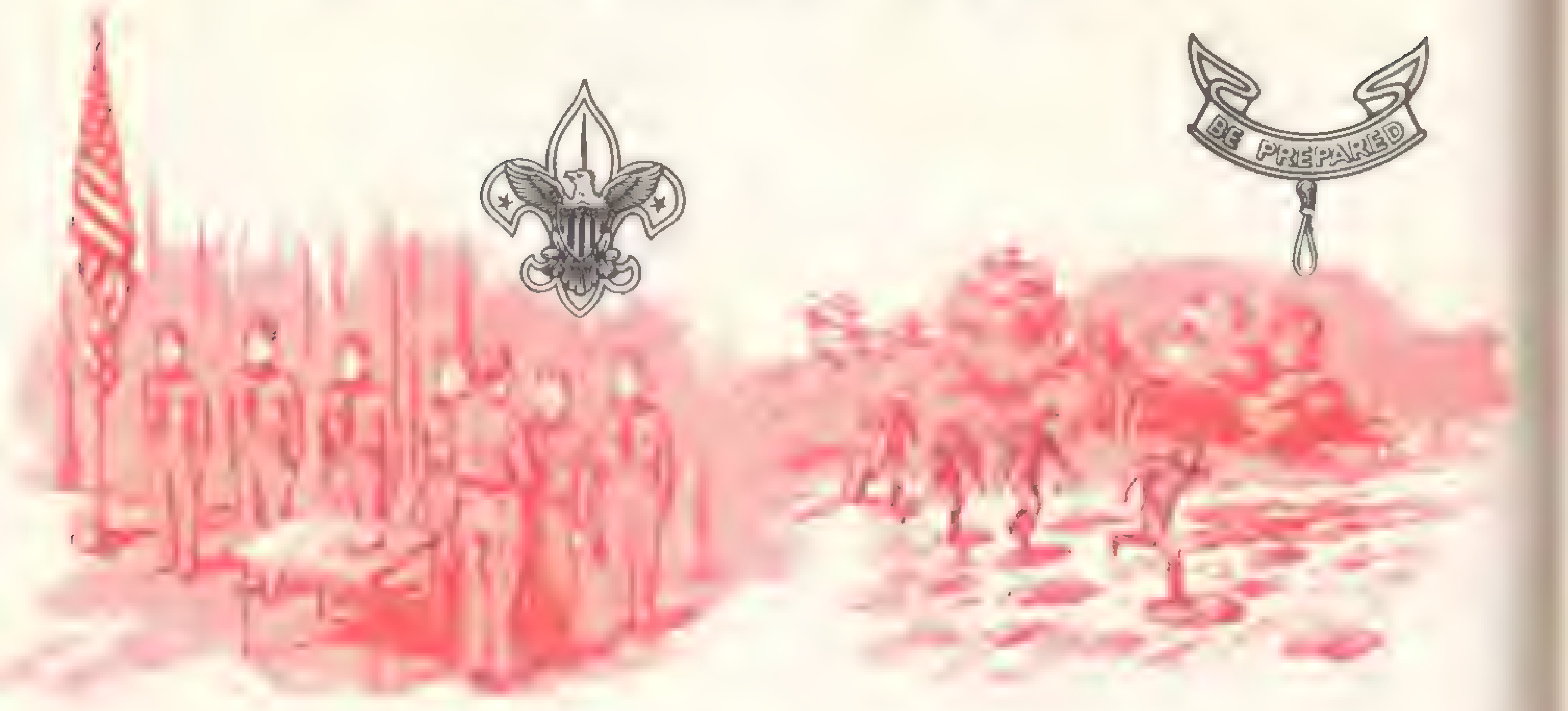
YOUR ADVANCEMENT IN SCOUTING



As soon as you become a Tenderfoot Scout, you are entitled to wear part of the Scout badge—the upper, three-pointed part. It is only as you reach other ranks in Scouting that you are granted the right to wear, first, the scroll that shows that you are a Second Class Scout and, next, the complete badge that tells the world that you are a First Class Scout.

Tell, in a general way, what you have to do to become a Second Class and a First Class Scout.

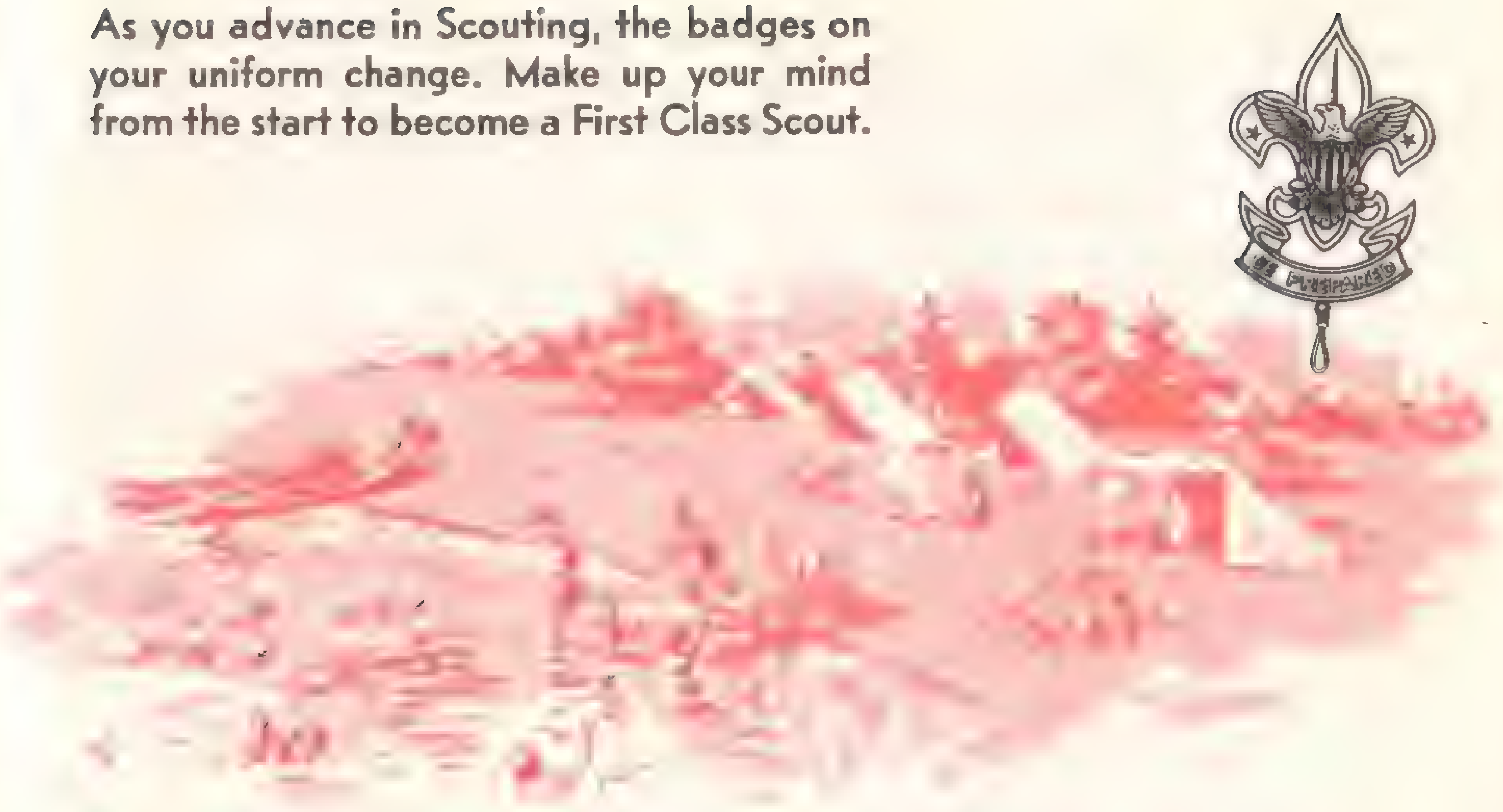
To advance in Scout rank, you have to meet three major requirements:

You must reach certain high standards in SCOUT TEAMWORK, SCOUTCRAFT, and SCOUT SPIRIT.

Scout Teamwork. The first important requirement is the record you are making for yourself in Scouting. It is only by being an *active* Scout that you will learn what Scouting is, have the most fun and advance the farthest.

You show that you are a worthy member of the Scouting team by your attendance and wholehearted participation in all patrol and troop activities.

As you advance in Scouting, the badges on your uniform change. Make up your mind from the start to become a First Class Scout.



Scoutcraft. The second requirement is your knowledge of Scoutcraft.

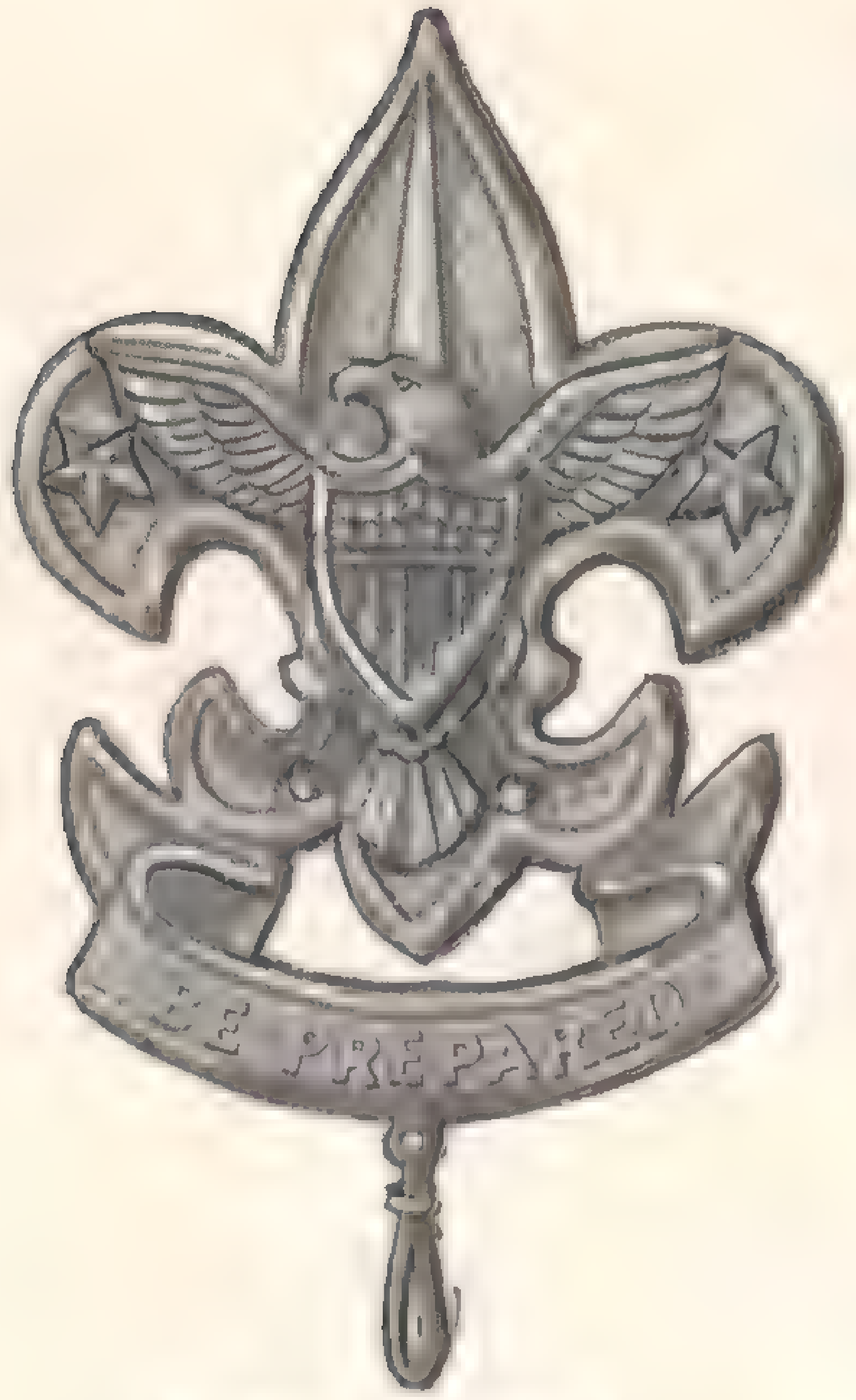
The Scoutcraft for becoming a Second Class Scout is aimed at making you a good *Scout hiker*. For this you need to know what clothing and equipment to take, how to find your way, how to cook a quick hike meal, how to track and trail, how to give yourself first aid if necessary.

The First Class Scoutcraft goes a step further, toward making you a good *Scout camper*. You'll learn what gear to bring, how to pitch a tent, how to cook in camp, how to act in an emergency, how to have fun swimming, signaling, and mapping.

You will easily master all this Scoutcraft as you go hiking and camping with your patrol and troop.

Scout Spirit. The real test of you as a Scout is the Scout spirit you show—the way in which you try to live up to the ideals of Scouting: the Scout Oath, the Scout Law, the Scout motto, and the obligation of the Scout slogan to "Do a Good Turn Daily."

You prove that you have caught this spirit by the way you help in patrol, troop, home, school, church or synagogue, and community and your habits of caring for your own things and protecting the properties of others.



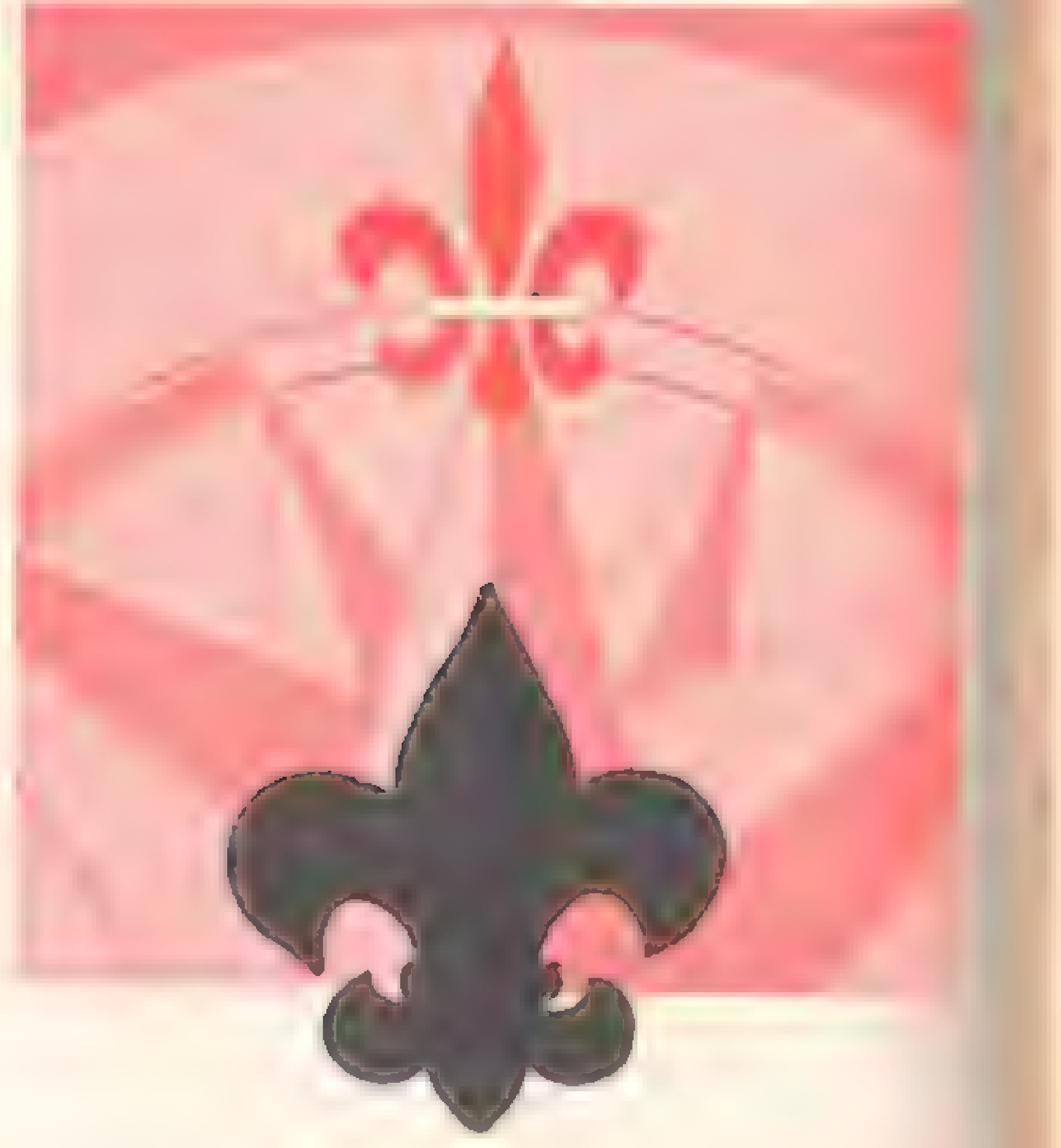
SCOUT BADGE

Describe the Scout badge and explain its meaning.

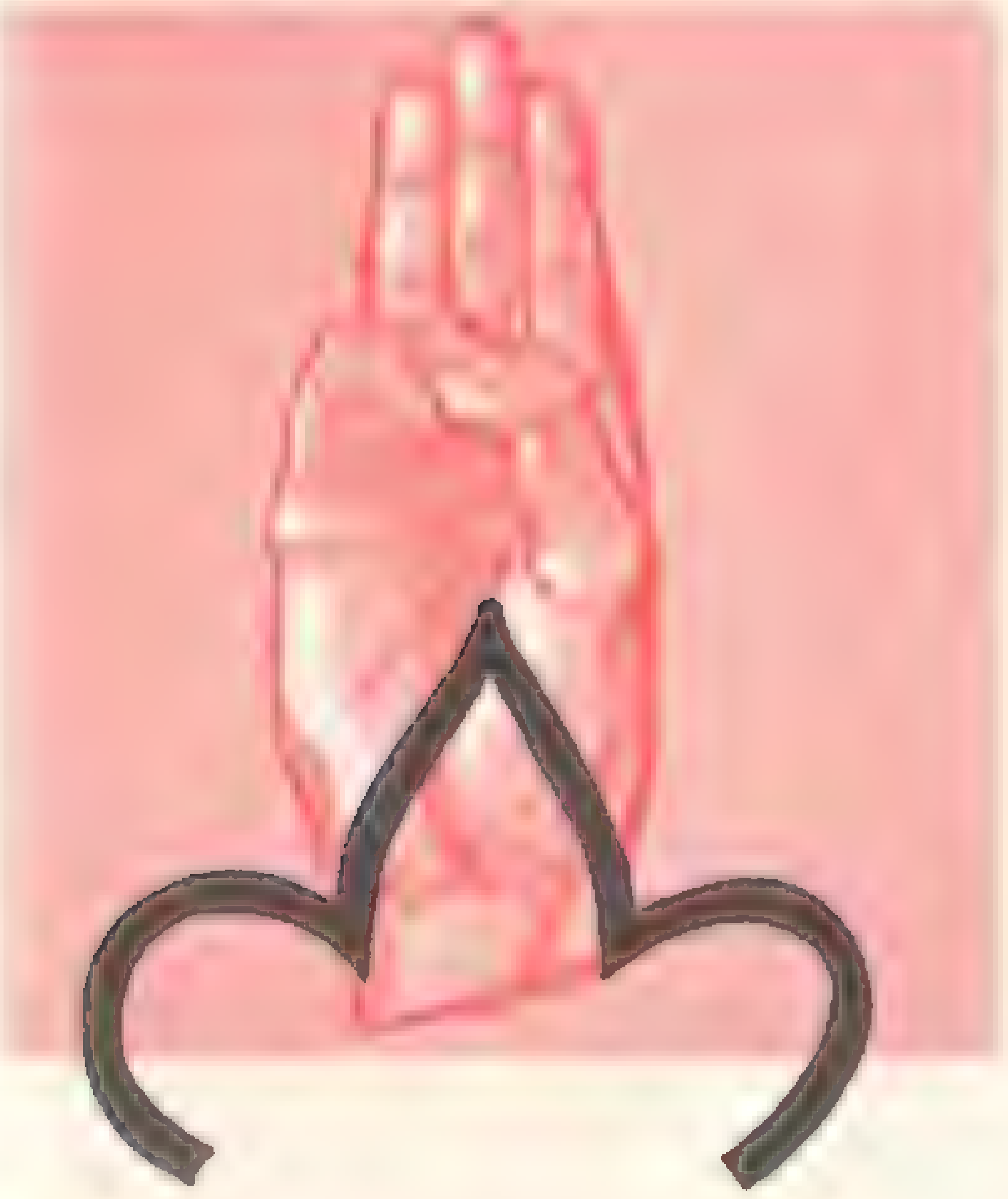
The Scout badge was adapted from the north point of the old mariner's compass.

The design is often referred to as a *fleur-de-lis* (lily flower or iris flower), but it goes so far back in history that it is uncertain whether originally it was meant to represent a flower or an arrowhead.

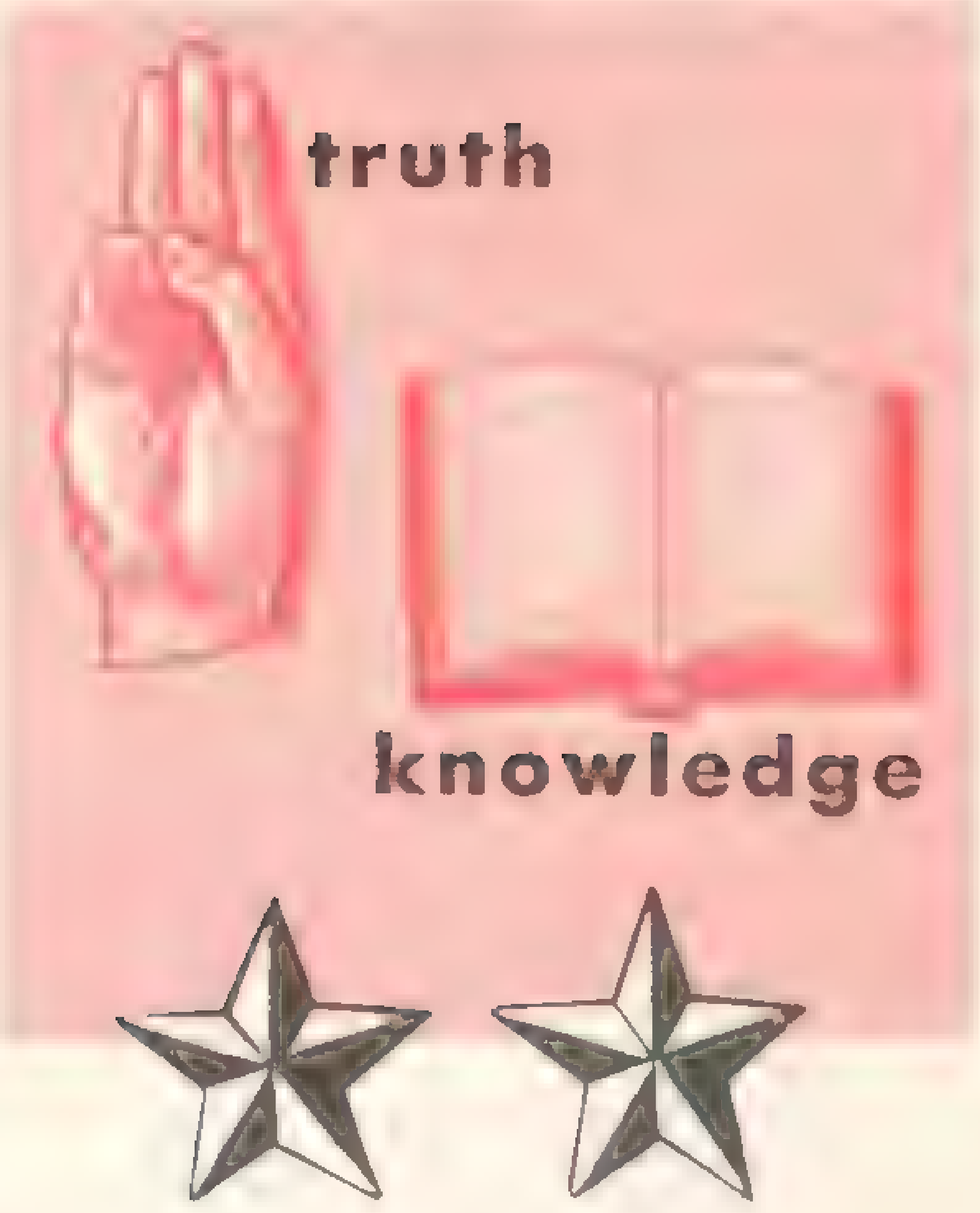
With slight changes, the trefoil Scout badge is used in countries around the world as a mark of the Scout brotherhood of friendliness and good citizenship.



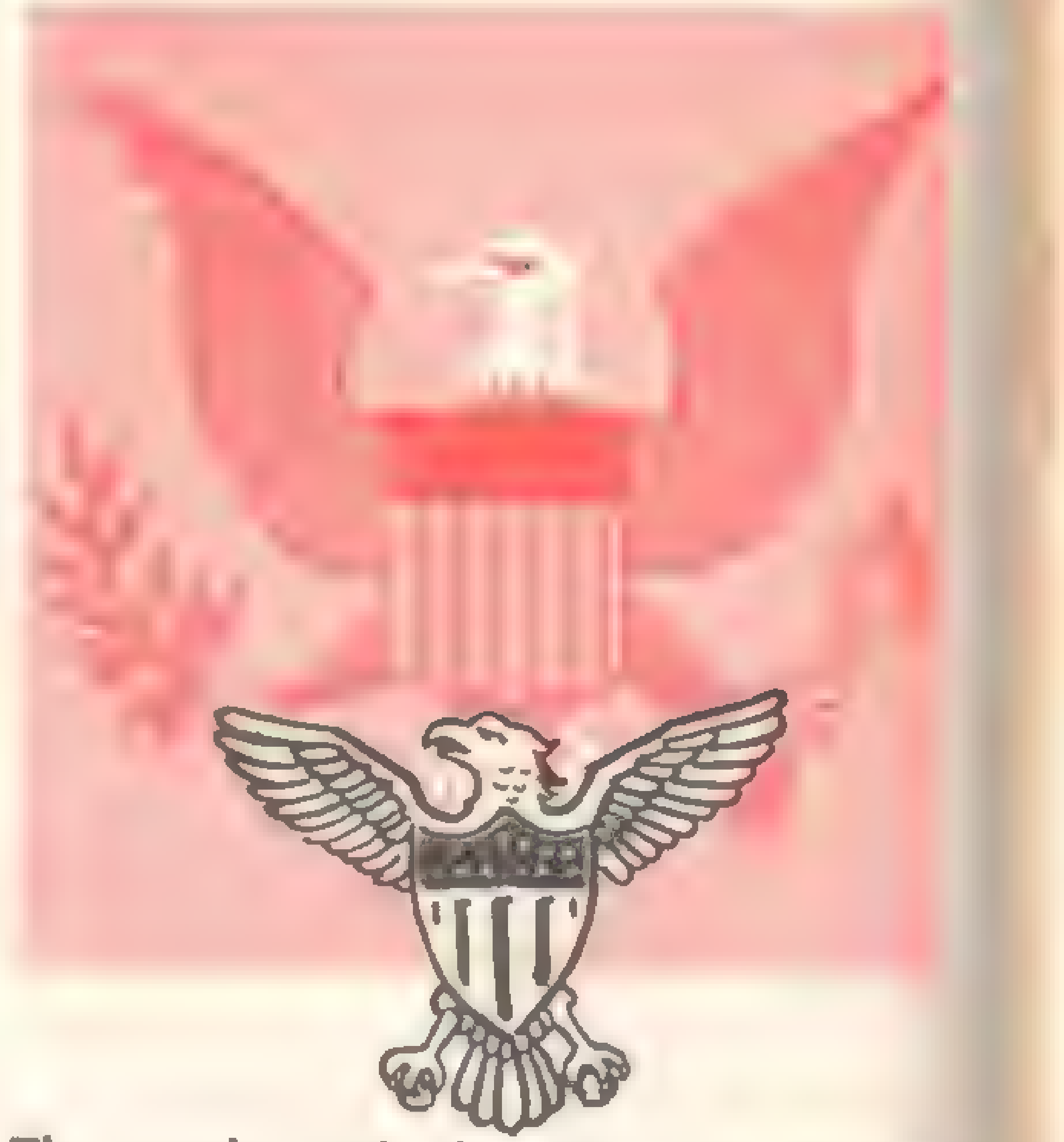
The main part of the Scout badge signifies that a Scout is able to point the right way in life as truly as the compass points it in the field.



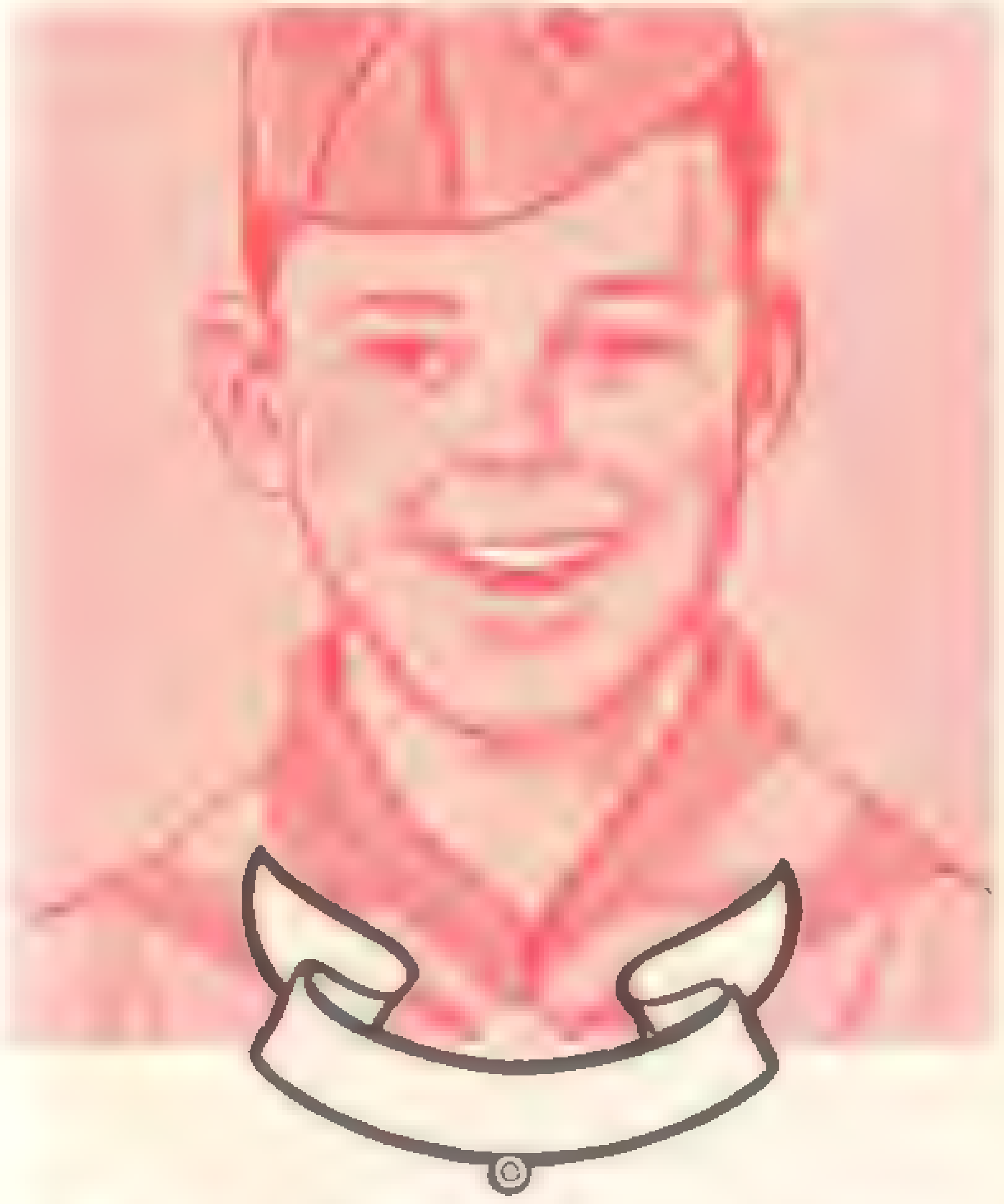
The three points, like the three fingers in the Scout sign, stand for the three parts of the Scout Oath to which a boy pledges himself as a Scout.



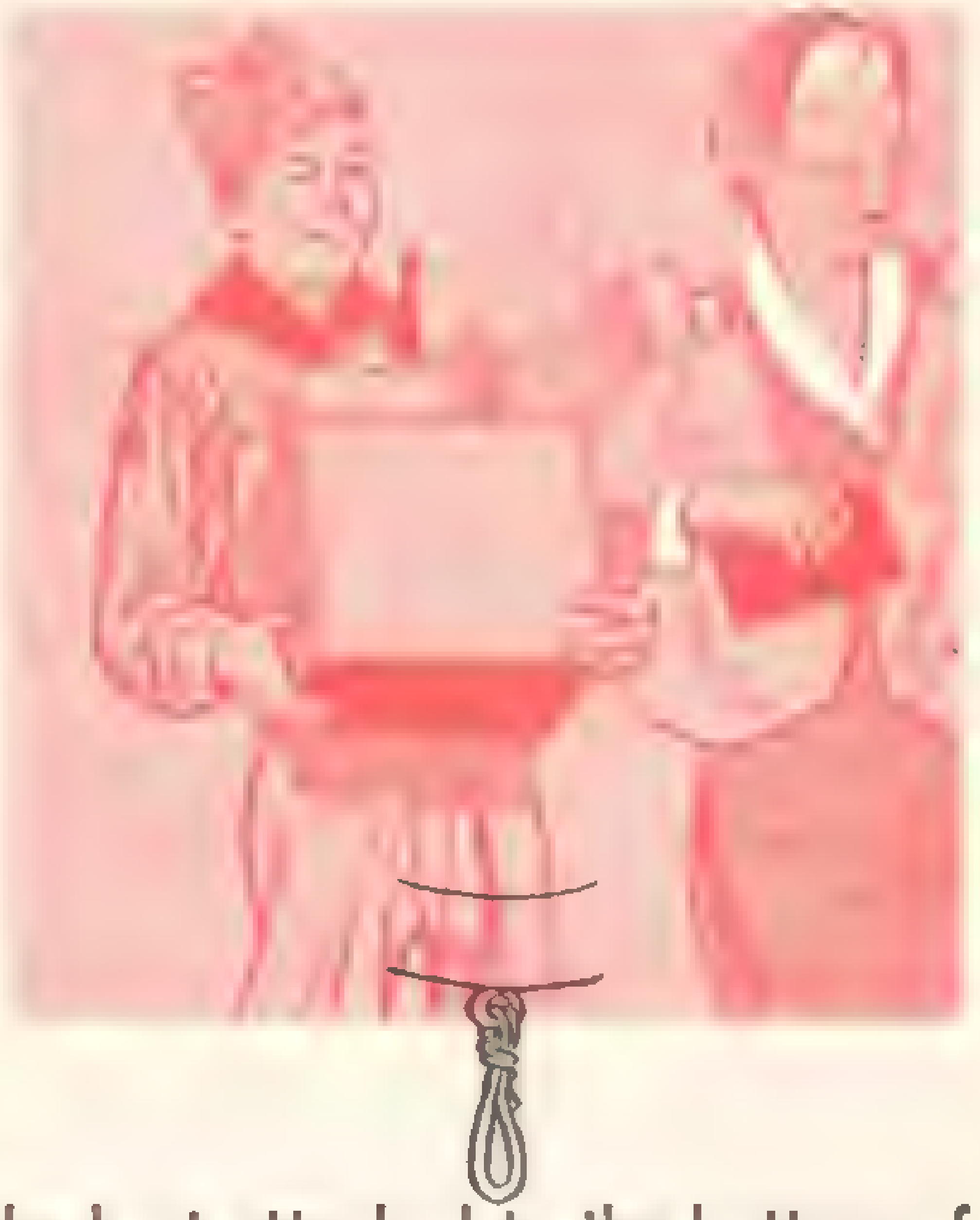
The stars symbolize the ideals of truth and knowledge of the Scout movement. They guide you by night and suggest a Scout's outdoor life.



The eagle with the shield is the national emblem of the United States of America. It stands for freedom and readiness to defend that freedom.



The scroll with the Scout motto is turned up at the ends to suggest the corners of a Scout's mouth raised in a smile as he does his duty.



The knot attached to the bottom of the scroll is to remind you that, as a Scout, you have promised to do a Good Turn to someone else every day.

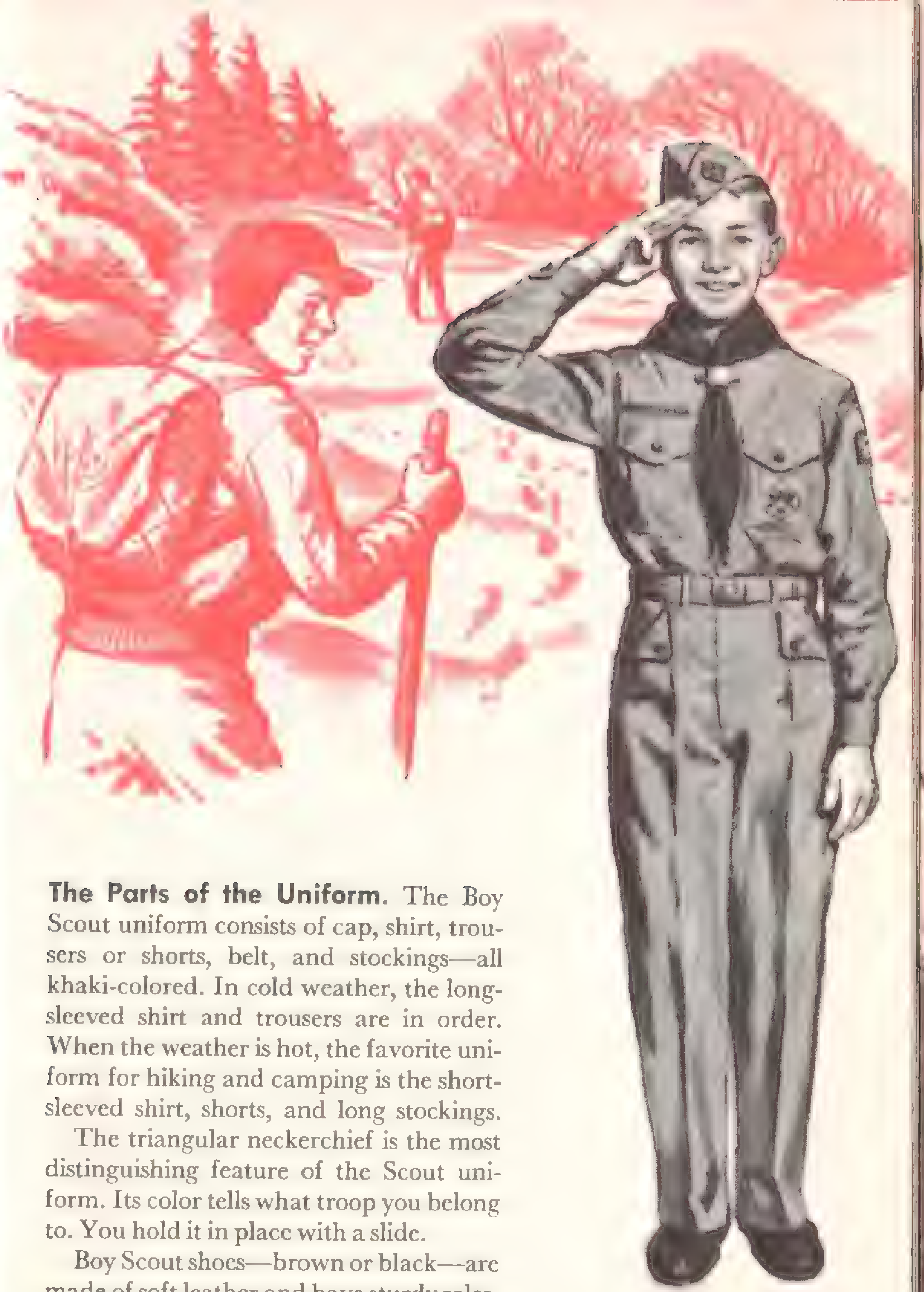
THE SCOUT UNIFORM

Your uniform is part of the thrill of being a Scout. Put on your uniform and immediately you feel ready for hiking or camping or any of the other vigorous Scouting activities.

It is not absolutely necessary to wear a uniform to prove yourself a Scout. The important point is that you live Scouting in your daily life.

And yet, the uniform helps you be a *better* Scout. Dressed as a Scout you want to *act* like one. Besides, a uniform makes Scouting easier for you, because it is comfortable and can stand all kinds of hard use.

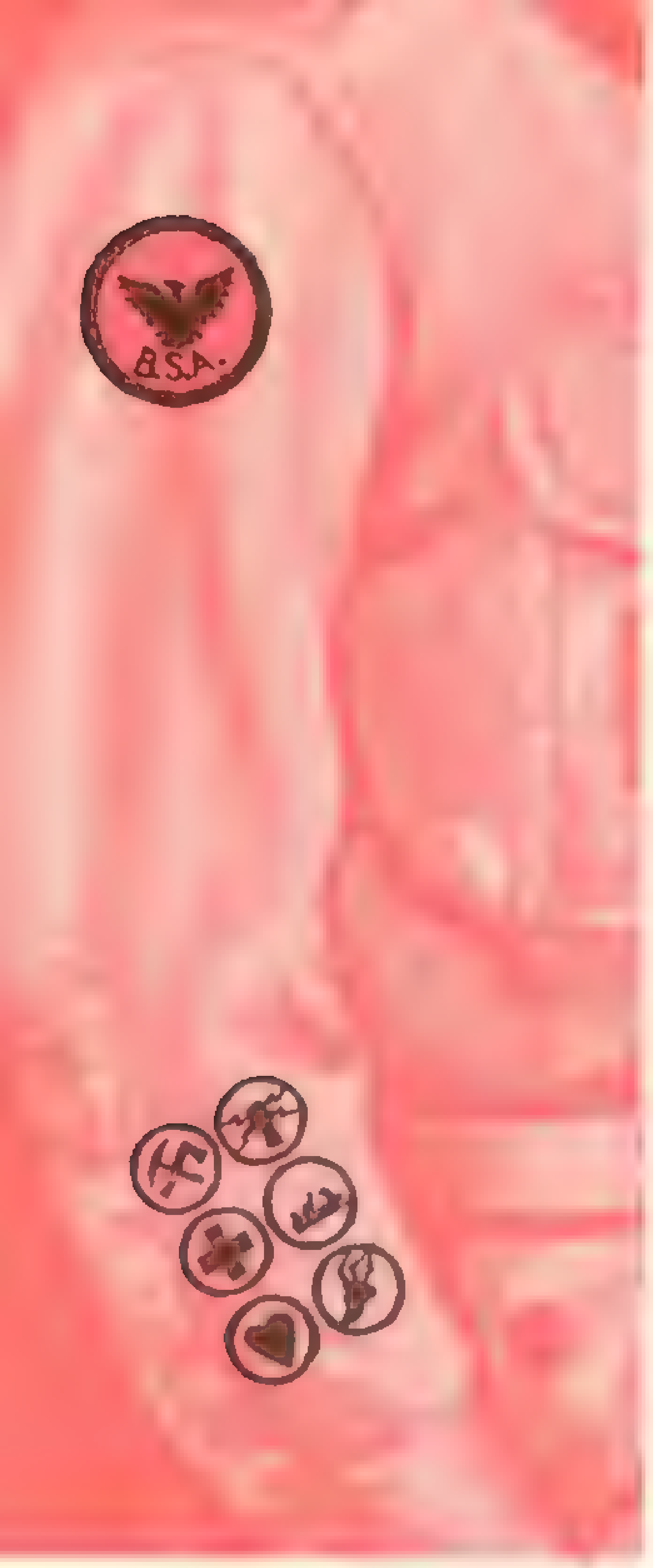
Describe the Scout uniform.

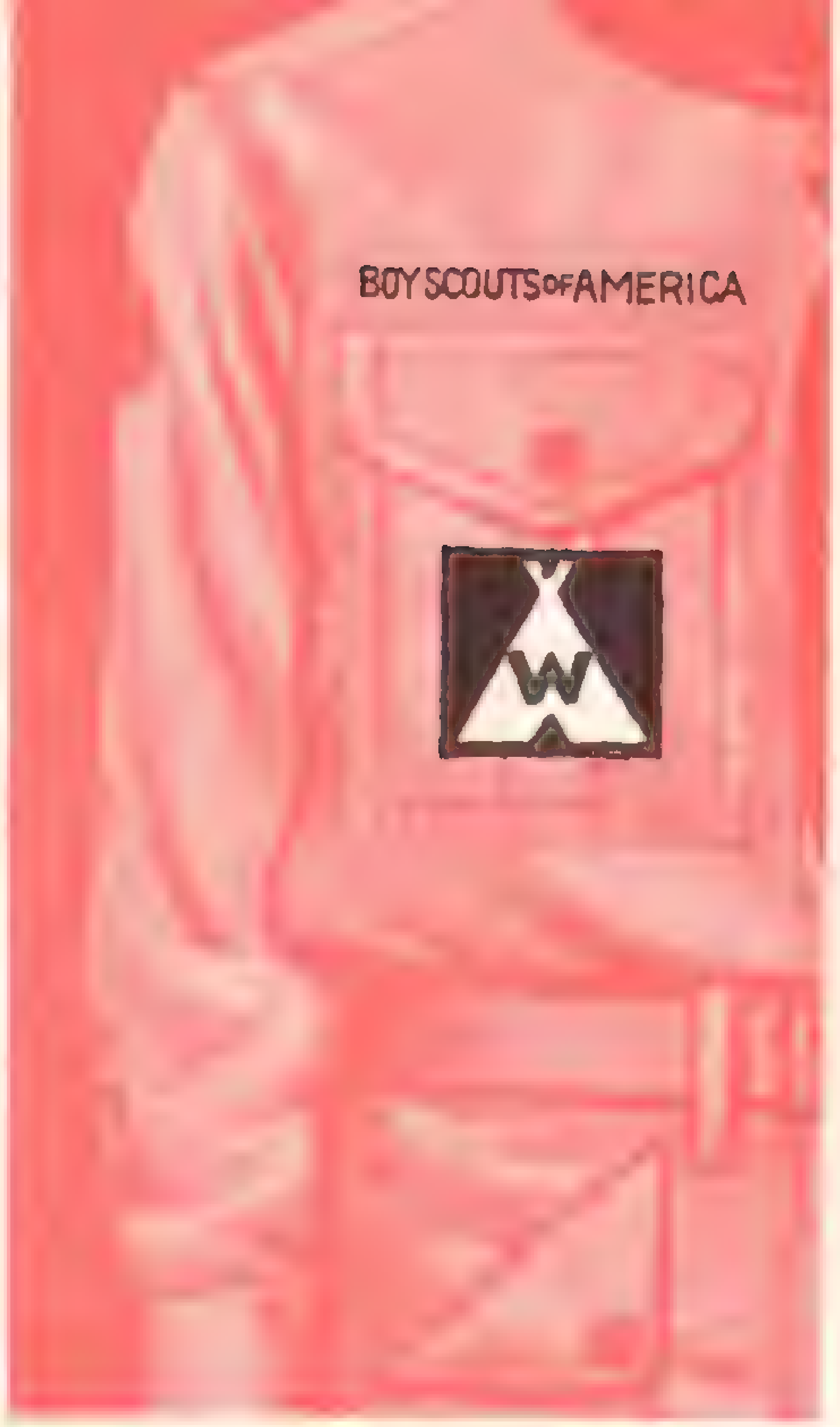


The Parts of the Uniform. The Boy Scout uniform consists of cap, shirt, trousers or shorts, belt, and stockings—all khaki-colored. In cold weather, the long-sleeved shirt and trousers are in order. When the weather is hot, the favorite uniform for hiking and camping is the short-sleeved shirt, shorts, and long stockings.

The triangular neckerchief is the most distinguishing feature of the Scout uniform. Its color tells what troop you belong to. You hold it in place with a slide.

Boy Scout shoes—brown or black—are made of soft leather and have sturdy soles.



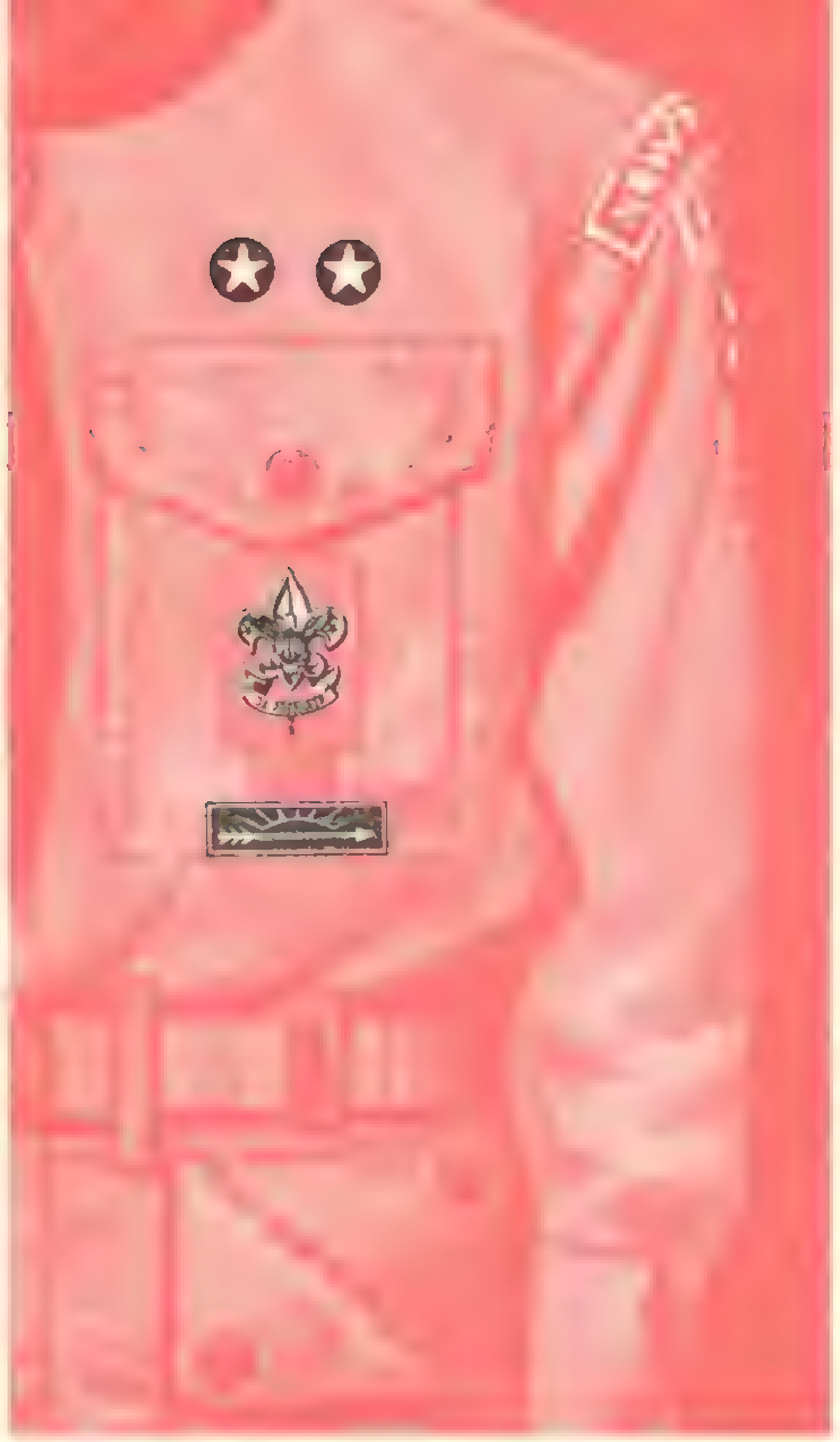


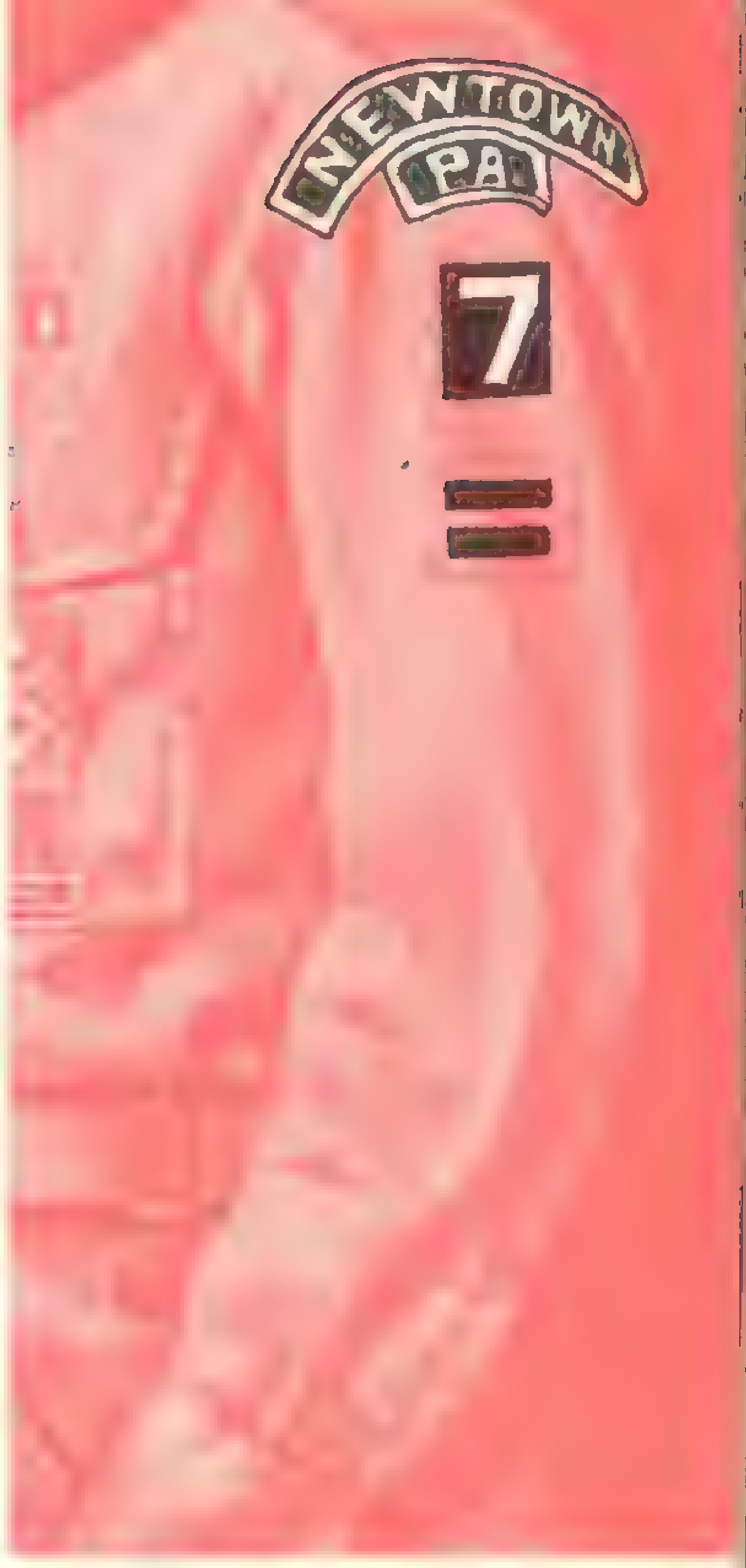
Right Sleeve—Your patrol medallion goes on the right sleeve, two inches below the shoulder seam. At bottom of sleeve, starting three inches above edge, you may wear up to six merit badges. If you have more than six, sew them on a sash; wear this over your right shoulder.

Right Pocket—Centered on the right pocket you sew any temporary badge you are entitled to wear—such as a summer camp badge. The embroidered Boy Scouts of America strip is above the right pocket.

What the Uniform Stands For. To many a boy, putting on the Scout uniform for the first time is one of the greatest thrills of his life. And no wonder, when you think of the significance of that khaki uniform.

First of all, it shows that you *belong*—that you are a member of the largest youth movement the world has ever seen, that more than eight million boys throughout the world consider you their friend and brother. It represents the spirit of true democracy, bridging the differences between rich and poor, putting all on an





Left Pocket—The embroidered badge of rank is centered on the left pocket. Metal Eagle badge is pinned directly above edge of flap. The service stars that tell your years as a Scout are 3/8 inch above flap. Webelos badge is centered immediately above lower seam of pocket.

Left Sleeve—Community strip is sewn on in such a way that the top edge touches the shoulder seam. Troop numeral is two inches below seam, badge of office four inches below seam. Bottom of sleeve is clear.

equal basis in the feeling of real brotherhood. It also helps build that all-desirable thing, gang spirit, in your patrol and your troop.

But not only that—the uniform is a steady reminder that you have pledged yourself to the same high ideals of living as have your brother Scouts and that dressed as a Scout, you must act as a Scout. It challenges you to do those things that stamp you in the eyes of the world as a real Scout and it keeps reminding you that you have promised *to do your best.*

And thirdly—the color and design of the cap, the shirt, the shorts or trousers, the stockings, the shoes, make the uniform the clothing of the outdoorsman. The khaki color blends with the hues of the forest, making you almost invisible when you track animals or study birds. The design is made for comfort, for great freedom of action, and for health.

Thus, the uniform stands for *brotherhood, Scout ideals,* and *outdoor life.* That's why you want to wear it correctly and with pride.

How to Get the Uniform. Only Boy Scouts in good standing—boys who have passed the Tenderfoot tests and are registered with the Boy Scouts of America—have the right to wear the official Boy Scout uniform.

The moment you have been accepted into the troop, you'll want to get a uniform. Ask your Scoutmaster what local dealer is the official Scout distributor. When you have received your Boy Scout registration card take it with you to the store and get your uniform and the badges you are entitled to wear: community strip, troop numeral, patrol medallion.

Tell when and where to wear the Scout uniform and how to care for it.

Wearing the Uniform. Wear the Uniform: At all activities of your patrol and troop—meetings, hikes, camps, rallies. When you appear for advancement before a board of review or court of honor. When you take part in a special Scout service for your community. Throughout Boy Scout Week in February.

Do Not Wear the Uniform: When you collect funds or take part in a selling campaign. (This does not forbid Scouts in uniform from selling tickets for Scout circuses, rallies, and similar Scouting events, or selling items related to such events.) When you participate in a distinctly political activity. When you appear on the stage professionally (except by special permission).

Care of the Uniform. As a Scout, you are careful of your clothes at all times—your uniform as well as your civilian wear. Fold your uniform carefully after use, or hang it on hangers.

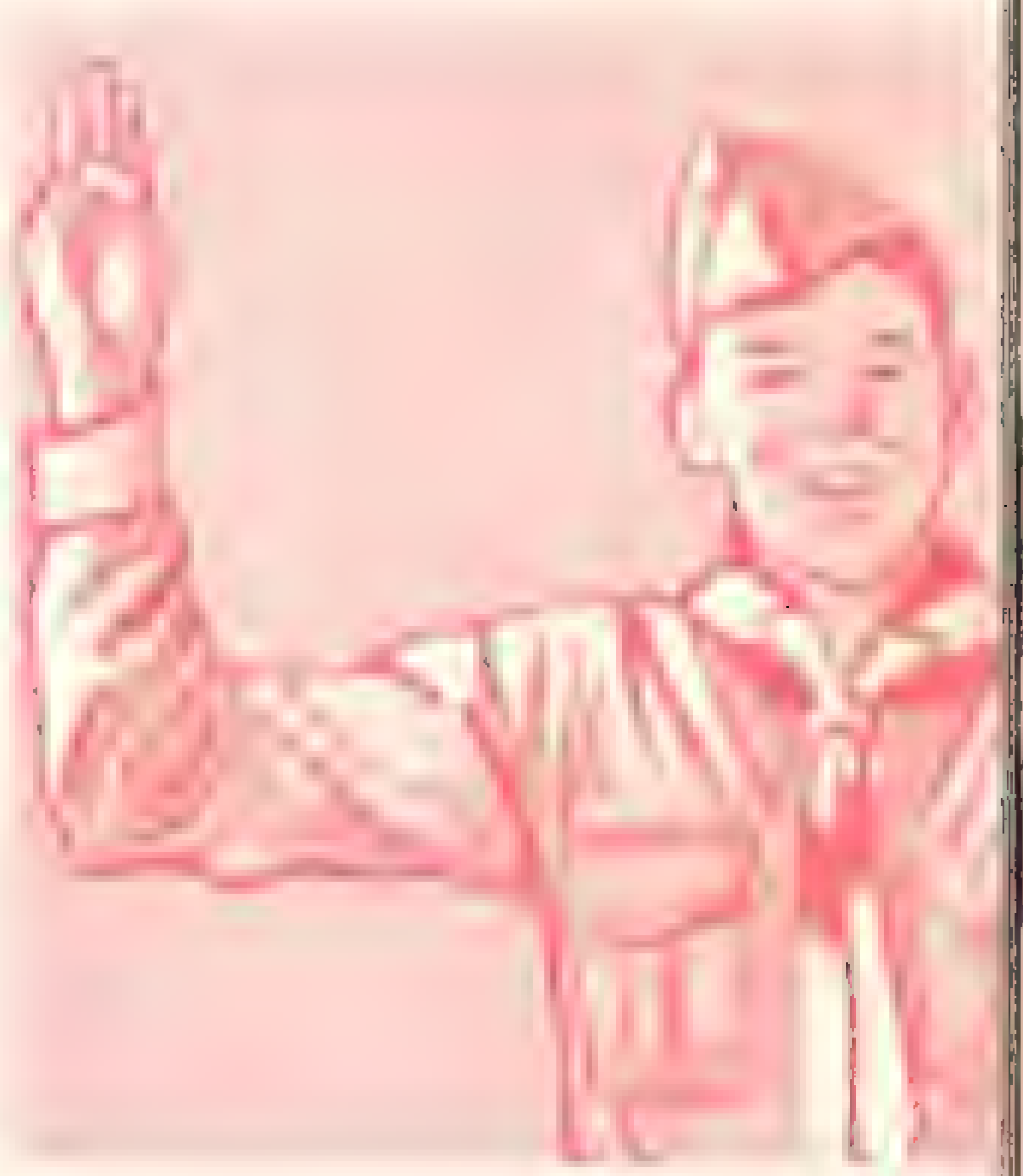
Keep your uniform clean and in good repair. Remove spots as soon as possible. If you like, have it dry-cleaned. Otherwise, wash in lukewarm water, with a mild soap or detergent, and hang up to dry. Pull gently into shape and iron while still slightly damp.

THE SIGNS OF A SCOUT

Give the Scout sign, salute, and handclasp.

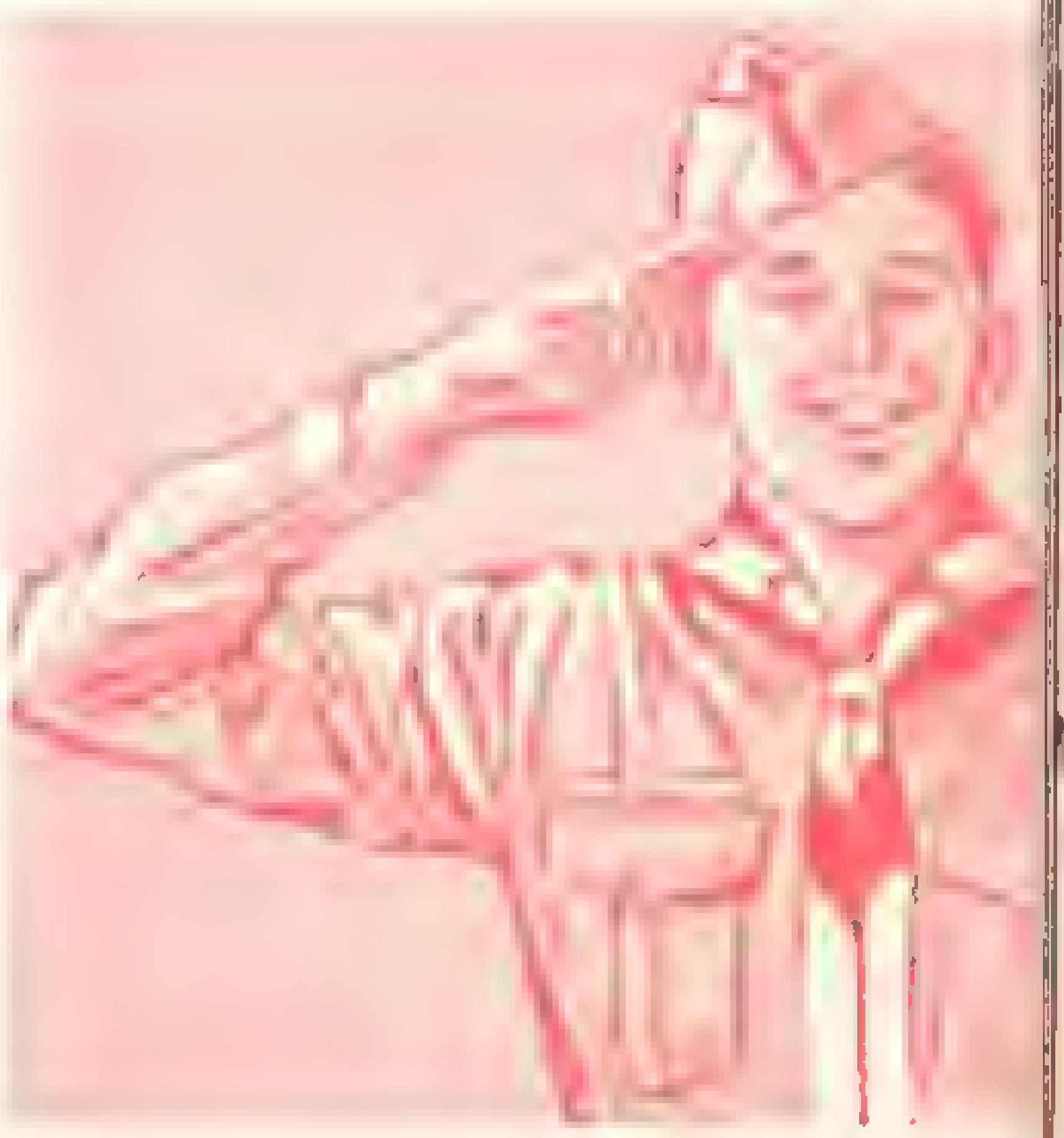
Scout Sign. When you see a boy giving the Scout sign, you know that he is your friend as a member of the world brotherhood of Scouting. You use the Scout sign when you give the Scout Oath and Law.

To give the Scout sign, raise your right hand palm forward, with the three middle fingers upward and the thumb covering the nail of the little finger, upper arm straight out to the side, forearm straight up. The three upstretched fingers stand for the three parts of the Scout Oath; the other two stand for the bond tying all Scouts together.


Scout sign

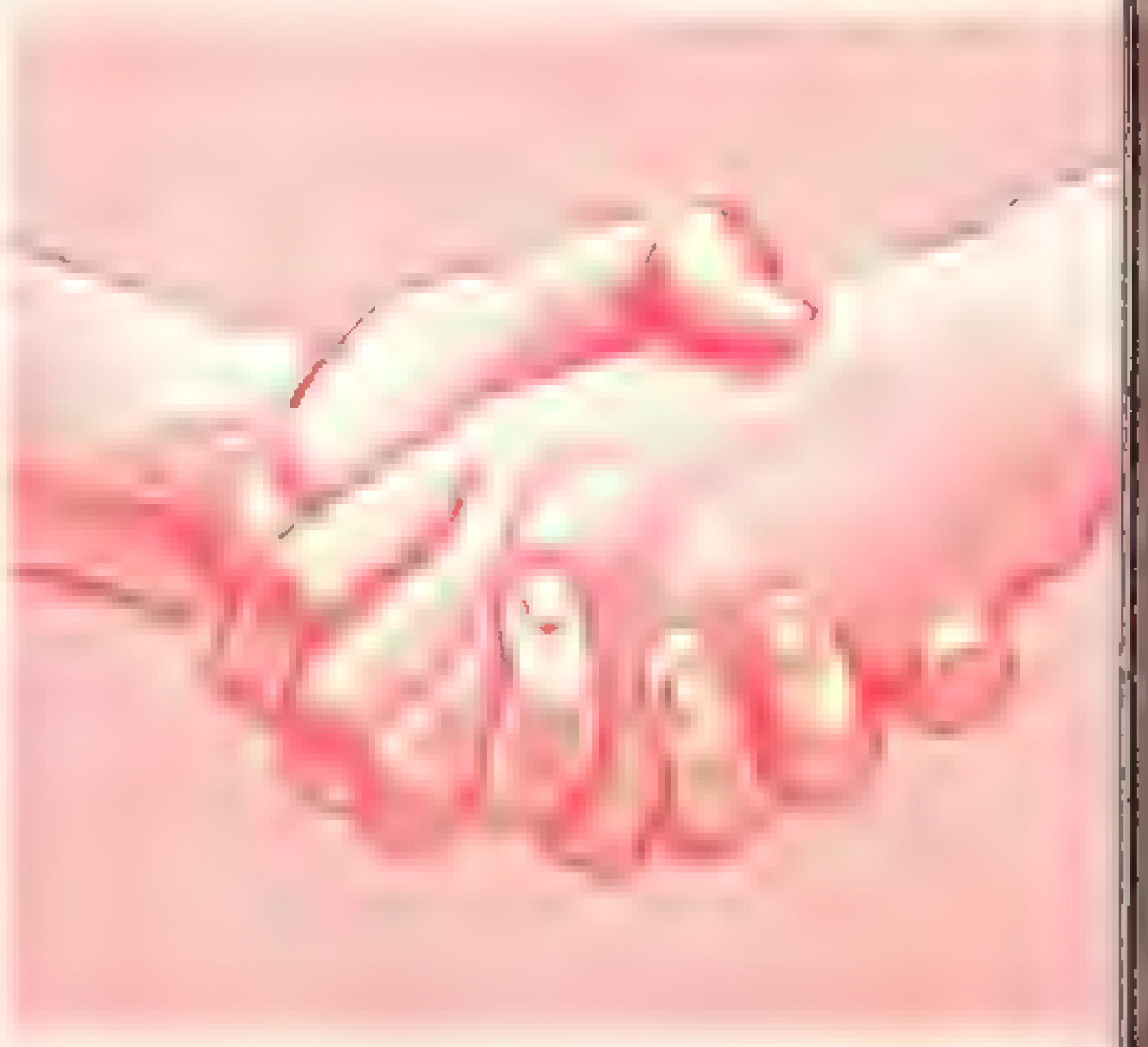
Scout Salute. The Scout salute shows respect and courtesy. You use it to salute the flag of the United States of America. You give it when you approach a Scout leader, and again as you leave him.

To give the Scout salute, place the fingers of your right hand in position as for the Scout sign. Bring the hand up smartly to your head, palm sideways, until your forefinger touches the edge of your cap above the right eye or, if you are capless, your forehead above the eye. When the salute is completed, snap your hand down quickly.


Scout salute

Scout Handclasp. The Scout handclasp is made with the left hand—the hand nearest to the heart, the hand of friendship.

To give the Scout handclasp, extend your left hand with the three middle fingers outstretched, the little finger and the thumb spread out. Interlock your fingers with your friend's fingers and clasp his hand firmly.


Scout handclasp

SCOUTCRAFT

As soon as you have made up your mind to become a Boy Scout, you set about learning some of the special skills that Boy Scouts need to know—those we call Scoutcraft. The Scoutcraft section of your Tenderfoot requirements will give you your first taste of the Scout way of doing things.

Scouts do a lot of living out-of-doors. There is a right way and a wrong way of doing it. You have probably seen how many non-Scouts behave on a picnic. They move in as if they owned the place, throw wood in a heap to make a fire, and usually leave a mess behind them when they go. Scouts do it differently. When they come to the spot for their hike meal, they move in in a considerate manner, make a small fire, and leave no trace of having been there. Boy Scouts know the importance of our country's natural resources and do their best to protect them.

When you go camping, your comfort will depend on what Scoutcraft you know. The first skill you need for camping is the ability to tie a few knots—you use them to put up your tent, to make camp furniture, even for such a simple thing as throwing up a clothesline. But the Tenderfoot knots are not just for camping—you'll have use for them in first aid, in rescue work, and around your home.

Very likely your mother and father have treated your cuts and scratches up till now, but as a Scout you will know how to do it yourself. With that skill, you can help other people as well, if you come upon an accident.

As you move into Scouting, you will find that Scouts have a real love for their country and their country's flag. The flag will be displayed at your troop meetings and will be waving over your camp. You need to know how to honor it and how to handle it when you are called on to carry it or to hoist it on the camp flagpole.

You will get all the help you need for learning these Scoutcraft skills from the fellows in the patrol you are joining. And in learning, you will be doing the real thing. You will be using real rope for knot tying, will be handling a real flag, will be putting on a real bandage. That, too, is the Scout way. You will find Scouting one of the "realest" things there is.

PROTECT THE OUTDOORS

As a Scout, you will spend much of your time in the open. All of America will lie before you—her forests and fields, her mountains and valleys, her rivers and lakes—yours to enjoy and use wisely.

Tell why natural resources are important to you and to the future of our country.

Our Natural Resources. The natural resources of a country include its soil and waters, its plants and animals, its minerals. In this respect, America is one of the richest countries in the world.

Our soil gives us food in abundance—bumper crops of corn and wheat and vegetables. Our grasslands teem with cattle that provide us with milk and meat and leather. Our forests give us products that range from the wood we use for building our homes to the maple syrup you pour on your pancakes—but are important also for being a source of pleasure to you and other hikers and campers, for giving food and shelter to wildlife, for regulating the flow of streams and cutting down flood dangers. As far as minerals are concerned, few countries can match the variety and wealth of America in metal ores and coal, oil and natural gas, and many other things.

But soil can be lost if it is not properly cared for, water can be polluted, grasslands and forests and wildlife can be destroyed by fire, minerals can be wasted.

It is up to you to help conserve our natural resources—for your own sake and for the sake of every other American citizen.

Describe the harm to a live tree that results from hacking it or tearing off its bark.

Damage to Trees. Some kids who don't know any better start hacking the moment they get a knife or an axe in their hands. They feel they have to use their new "toy" to scar up park benches or hack into the bark of trees. Fortunately, a boy who becomes a Scout has another idea. He loves the outdoors and wants to protect it.

Just what actually happens when a tree is injured?

Did you ever see a tree scarred in the spring just before the leaves come out? The sap is rising at that time, and when the sap reaches the fresh scar, it oozes out and runs down the trunk of the tree. It is just like a wound in a human being—the tree bleeds, and if the bleeding is severe, the tree may die.

But something else may happen to a tree that has been hacked or has had its bark torn off. Various diseases may enter and kill the tree—just as germs entering a wound may kill a man. Or the wood may become weakened or discolored or crooked and of no use later as lumber.

Explain what care should be taken before building a fire in the open.

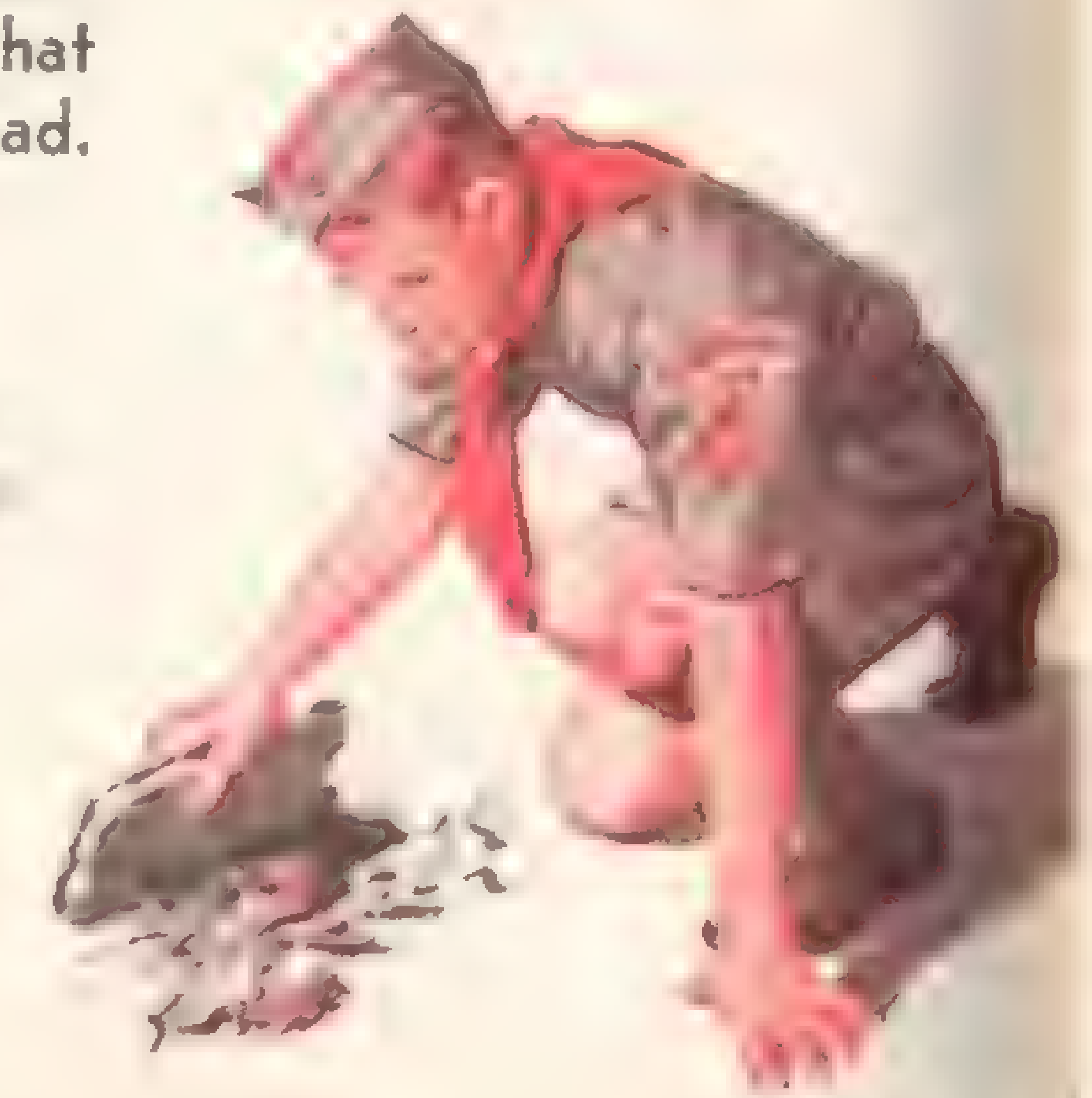
Safe Fires. Far more damage is done to the outdoors by fire than by axes and knives. A match dropped, a campfire left unattended—a wind to fan up the glowing embers,

and a forest may be doomed! A few tiny flames spread over the ground, lick up a bush, jump into the crown of a pine—and destruction is on! Fire swirls along in a terrifying onrush, leaping from tree to tree . . . branches crackle as they turn into blazing torches . . . smoke pours skyward . . . animals and birds flee in death panic . . . men battle with scorched lungs, singed hair, bodies in pain from heat and exertion.

Such is the picture as more than nine million acres are laid waste *each year* by fire. Just imagine—an area the size of Massachusetts and New Jersey together destroyed by fire in a single year, or an area more than one and a half times the size of Maryland, or New Hampshire, or Vermont! Imagine a whole state going up in flames because of some people's carelessness with fires in the open!

You would certainly not want to be the cause of any of this destruction. You wouldn't want to see a single Scout blamed for having caused a single forest fire or grassland fire. That's why you are expected to know the safety measures for building a fire even before you become a Tenderfoot Scout so that you will be able to build one correctly when you set out with your patrol.

Preparing the Fire Site—Build a fire only on a spot where you have complete control over it and from which it cannot spread. To be certain, clean the site down to mineral ground—sand, gravel, clay, or rock—and clear it for a diameter of ten feet of any material that may catch fire from a flying spark—dry grass, dry leaves and twigs, pine needles, and the like.



Before starting a fire, the real outdoorsman prepares the spot so that he is positive the fire cannot spread.

Making the Fire—For a meal on a hike or in camp, your fire should fit your pots or pans. That means a small fire, just big enough for the job.

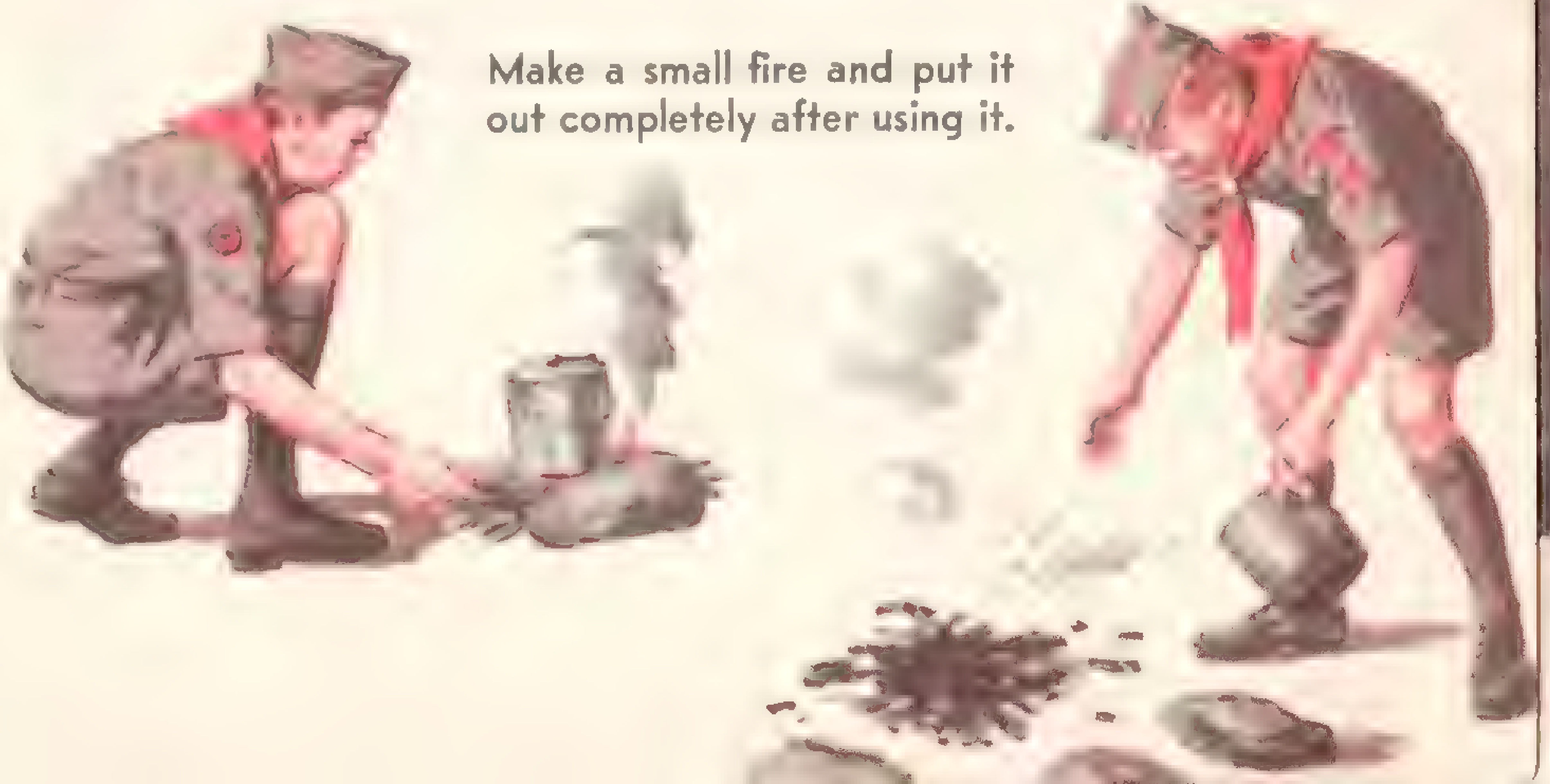
After a Scout has lit a fire, he doesn't casually throw away the match—first he breaks it in two. The breaking itself is not the point—the point is that you can't break a match without touching the burned part, and you will then know quickly enough whether the match is OUT or not.

From the moment a fire is lit until it is extinguished, someone must watch it to be positive that it does not get out of control. To be extra safe, have a container of water on hand near the fire.

Extinguishing the Fire—When you no longer need the fire, extinguish it. A fire is not extinguished when it is "just" out—it must be DEAD OUT! Dip your fingers in the water container and sprinkle water on the embers. Stir the embers with a stick and sprinkle again. Turn over half-burned twigs and wet them down on all sides. Wet the ground around the fire.

If water is scarce, work mineral dirt into the ashes, then stir and stir again until the last ember is out. Test for this with your hand. A fire is not OUT until you are SURE that the last spark has been KILLED.

Some campers place two small sticks crosswise over the dead ashes of their fire to show that it was out when they left. It is even better to bury the wet ashes and make the spot look so natural again that no one will know that you were there.



Make a small fire and put it out completely after using it.

Knot tying is one of the first outdoor skills you learn as a Scout. Your ability to tie knots will prove of great value to you in your outdoor life.

KNOTS

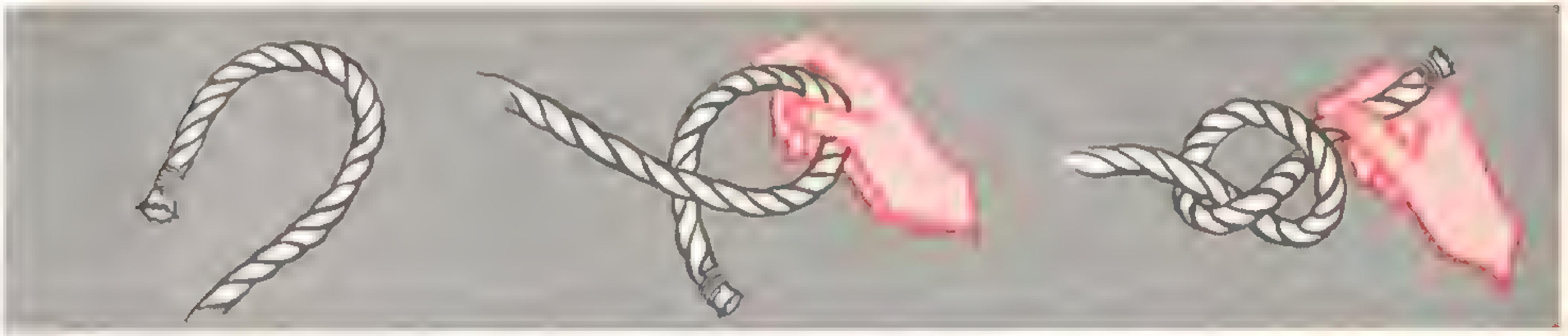
You have probably already used some kind of knot around your home for putting up a clothesline or for tying up a package. For Scouting, you need to know several more. When you go camping, you use knots in setting up your tent and in making your camp gadgets. You use knots in pioneering and boating and canoeing. And some day you may even save a life because you know how to tie the proper knot.

Several years ago, a boy got the foolish notion to climb the rock wall of the Palisades of the Hudson River north of New York City. Halfway up he slipped and landed on a narrow ledge. Some people heard his cries for help and lowered a rope to him. He grabbed it eagerly, and the people began to pull him up. But soon his hands could hold on no longer. He let go of the rope and fell to his death. If his rescuers had been Scouts he would most likely have been saved. Scouts would have tied a bowline in the end of the rope before lowering it so that the boy could have slipped the loop around his body.

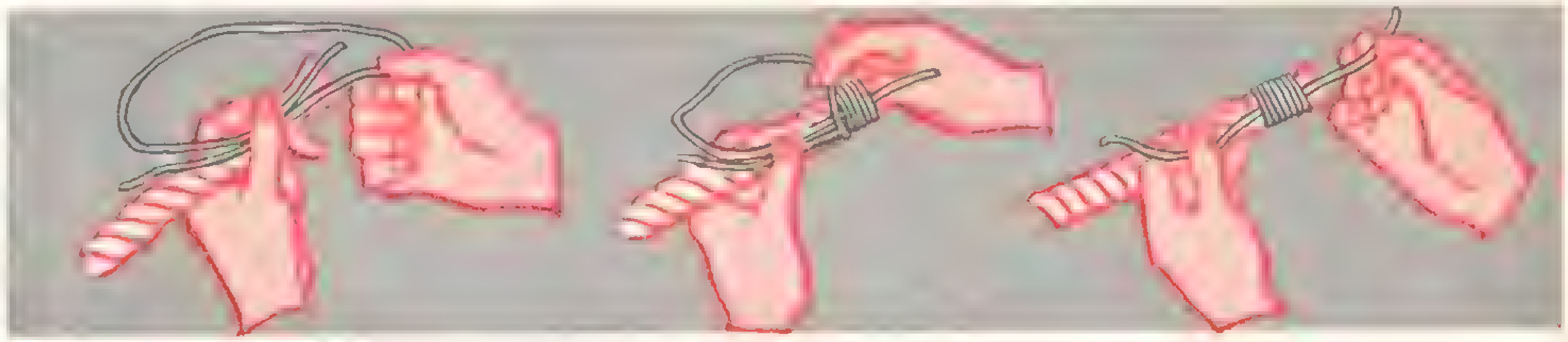
Whip the ends of a rope at least one-quarter inch in diameter.
Join two ropes with a sheet bend. Tie a rope to a post with two half hitches. Attach a rope to a post or rail with a clove hitch.
Fasten one end of a rope around your waist with a bowline.
Tie a bandage with a square knot.

The Right Knot for the Right Use. The trick in knot tying is to use the right knot and to tie it correctly. The right knot holds when you want it to hold and unties quickly. The wrong knot may come untied when you put a strain on it, or may jam so hard that you can't untie it.

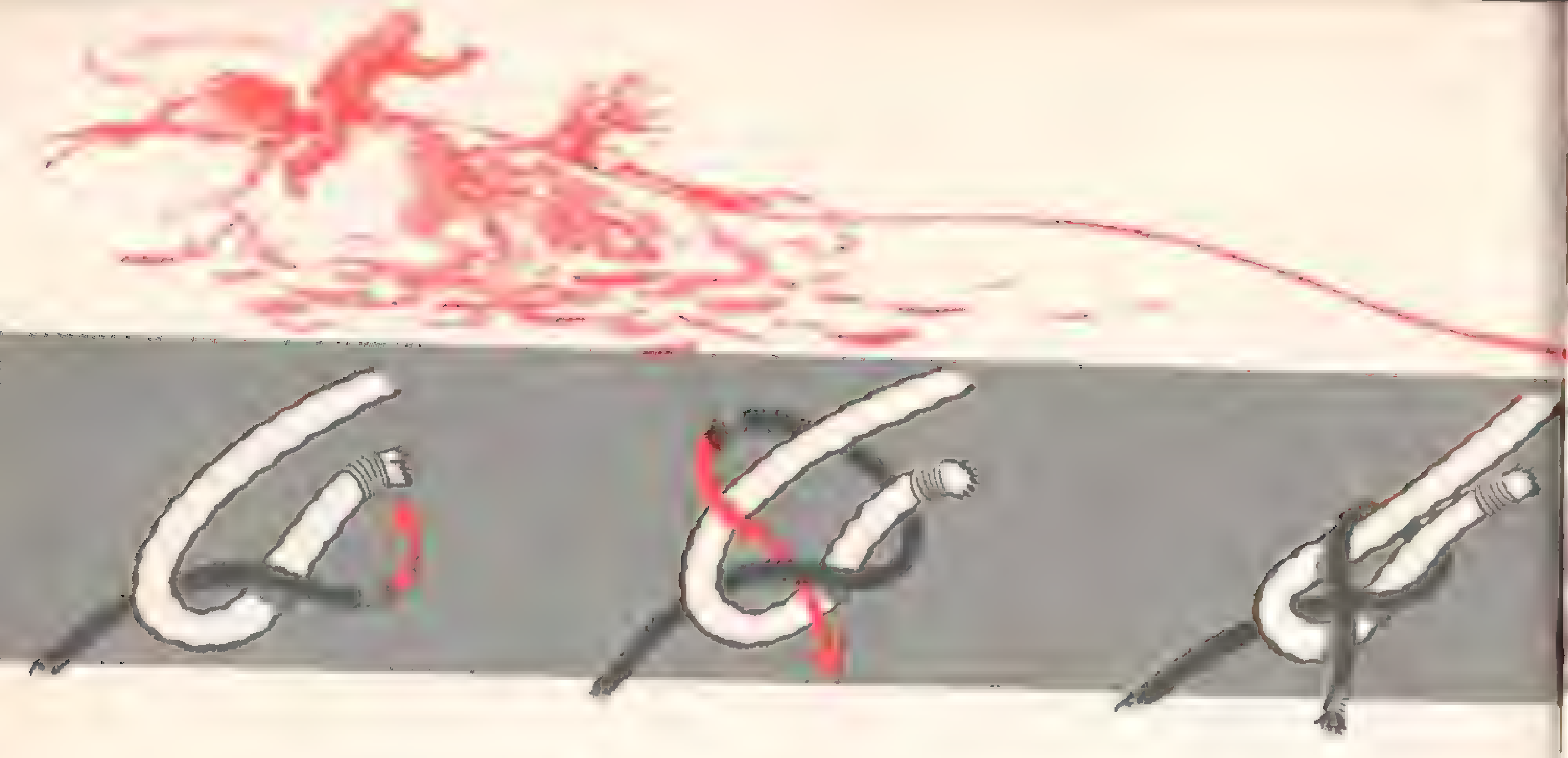
You can teach yourself to tie the Tenderfoot knots by following the drawings carefully. But you will learn them quicker and have more fun if you get one of your patrol members to show you. Use real rope from the start—not string or twine. Get hold of a six-foot length of rope, one-quarter inch or larger in diameter and practice tying it to a post and around yourself. To be certain that you really know the knots, try to tie them in the dark—you will not always have a flashlight when you need to tie a knot at night.



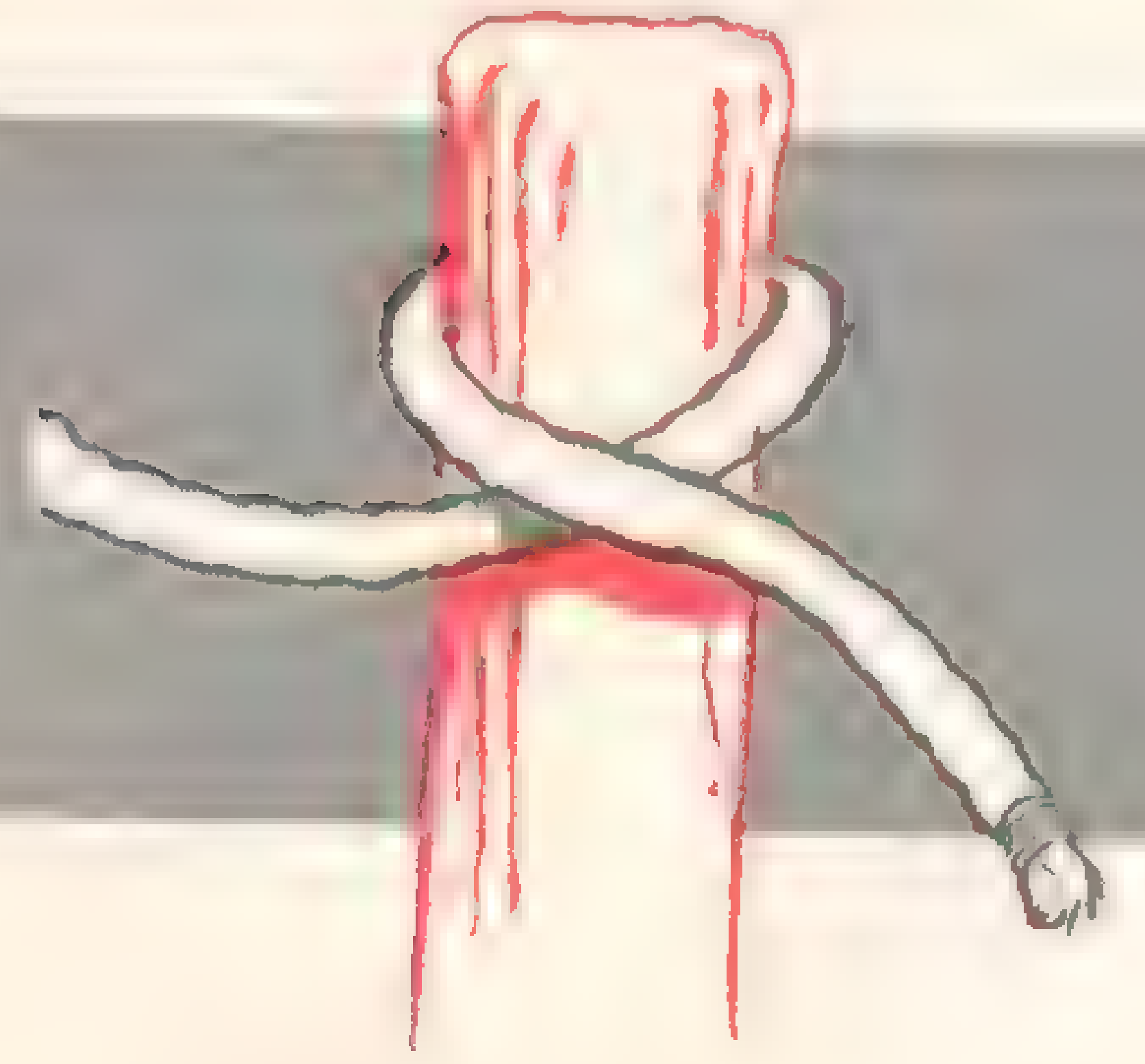
The short, free part of the rope is called the end. The rest of the rope is the standing part. When you bend the end so that it lies beside the standing part, you have a bight. By crossing the end over the standing part you make a loop. If you bring the end through the loop, you have made an overhand knot—or a half hitch if around a post. All knots are made by combining bights, loops, or overhand knots in different ways.



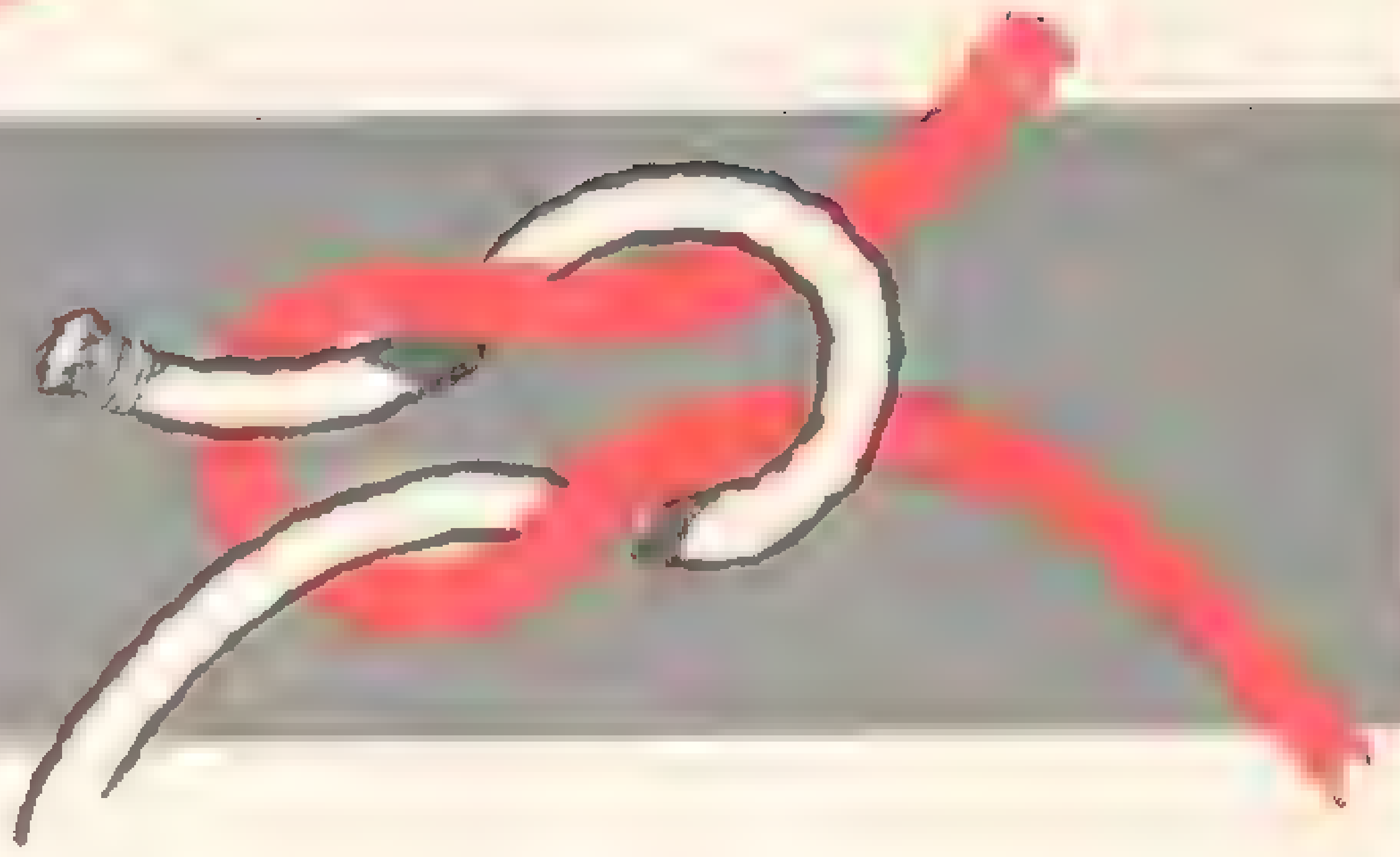
Before using a rope, whip the two ends to keep them from unraveling. To whip the end of a rope, use a piece of twine or cotton fishing line two feet long or longer. Make it into a loop and place this at the end of the rope. Wrap the twine tightly around the rope, starting 1/4 inch from the rope end. When the whipping is as wide as the rope is thick, pull out the ends hard and trim off the twine. Then whip other end of rope.



To join two ropes with a SHEET BEND, make a bight on one of the ropes—on the heavier one if they are of different thicknesses. Pass the end of the other rope through and around the bight, then slip it in under its own standing part where this enters the bight. Sheet bend got its name from "bending" (tying) a "sheet" (a rope that holds a sail in place).

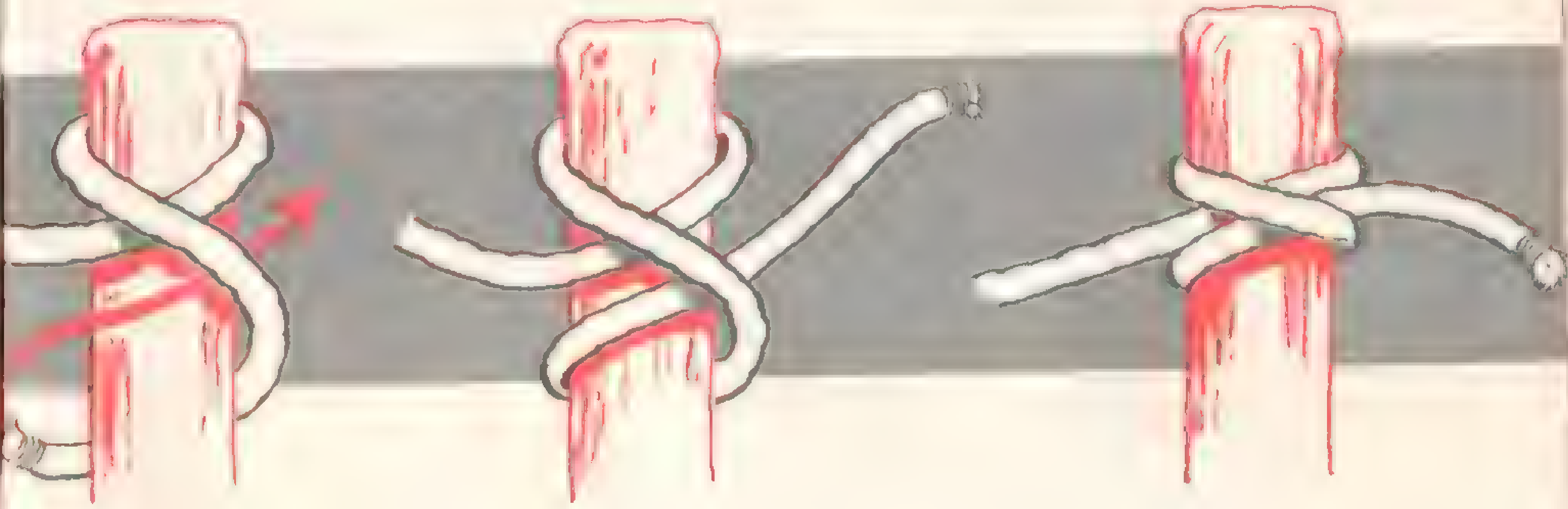


CLOVE HITCH is the most important knot for pioneering. You use it for starting and finishing most lashings that hold poles and timbers together.

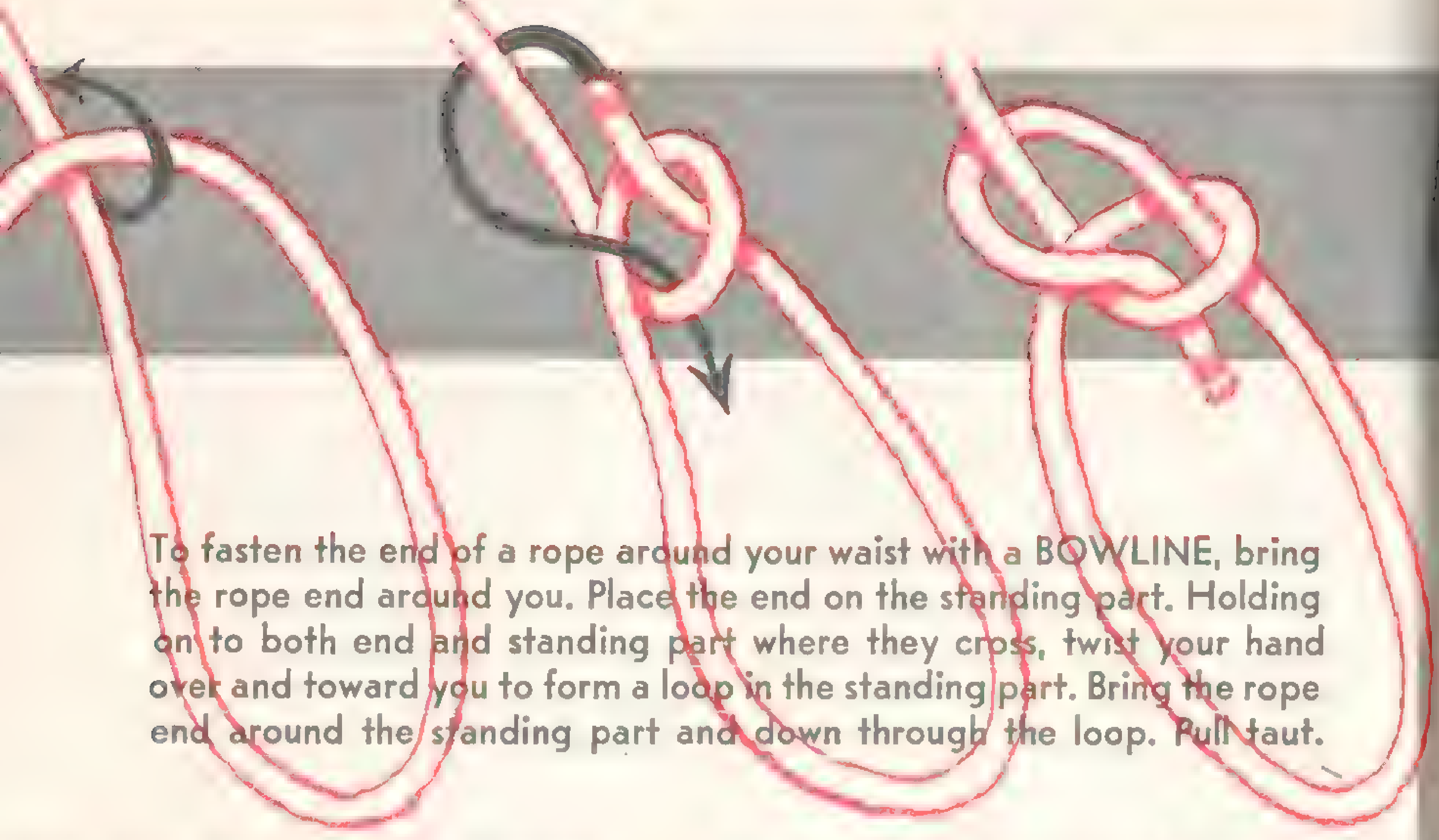


SHEET BEND is the best knot for tying two ropes together, whether of the same or of different thicknesses. Fishermen have used it for ages for making nets. Also called "weaver's knot."

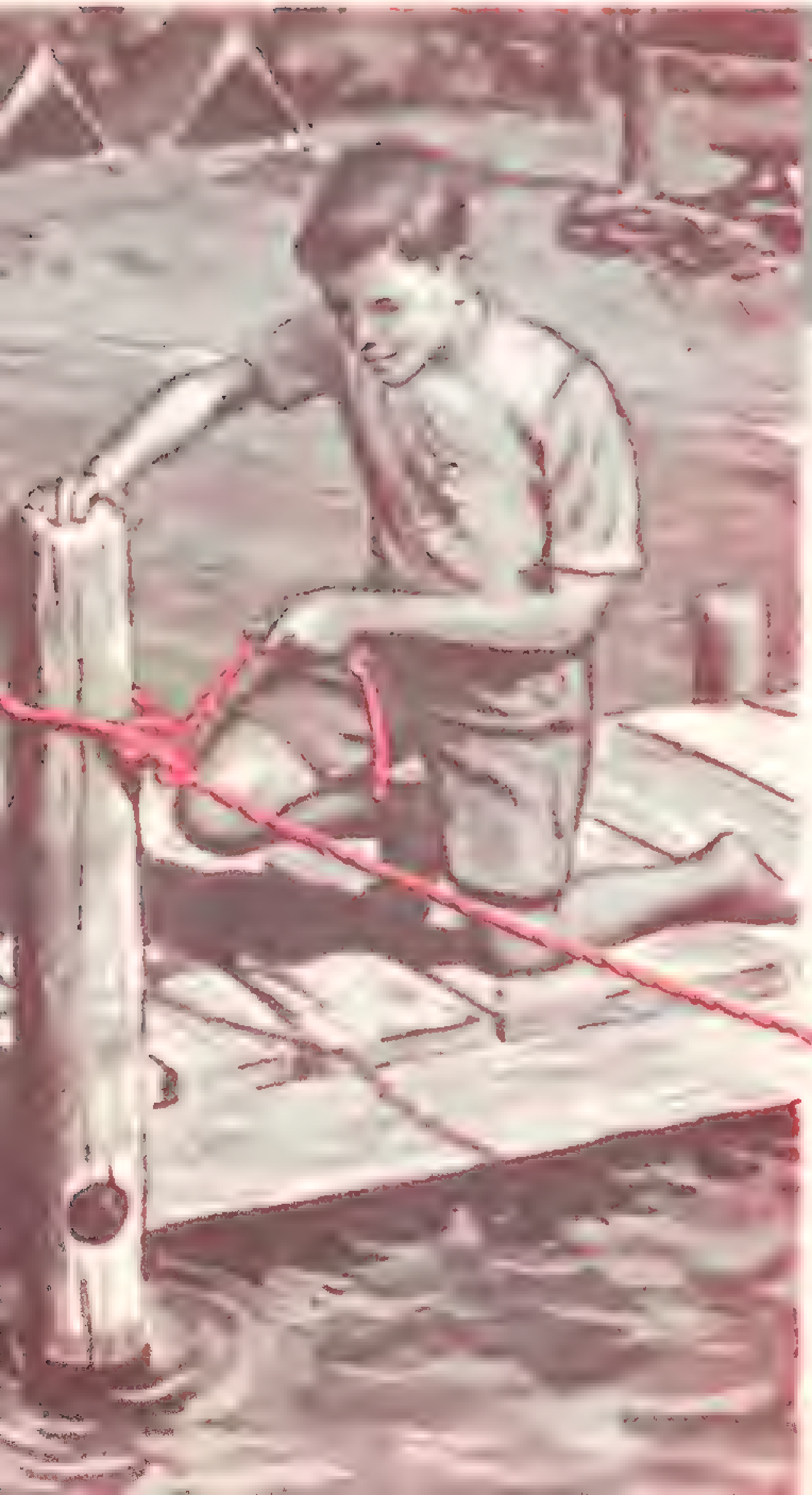
SQUARE KNOT is often used for tying up bundles. Its most important use is in first aid cases. See page 71 for the way of tying it.

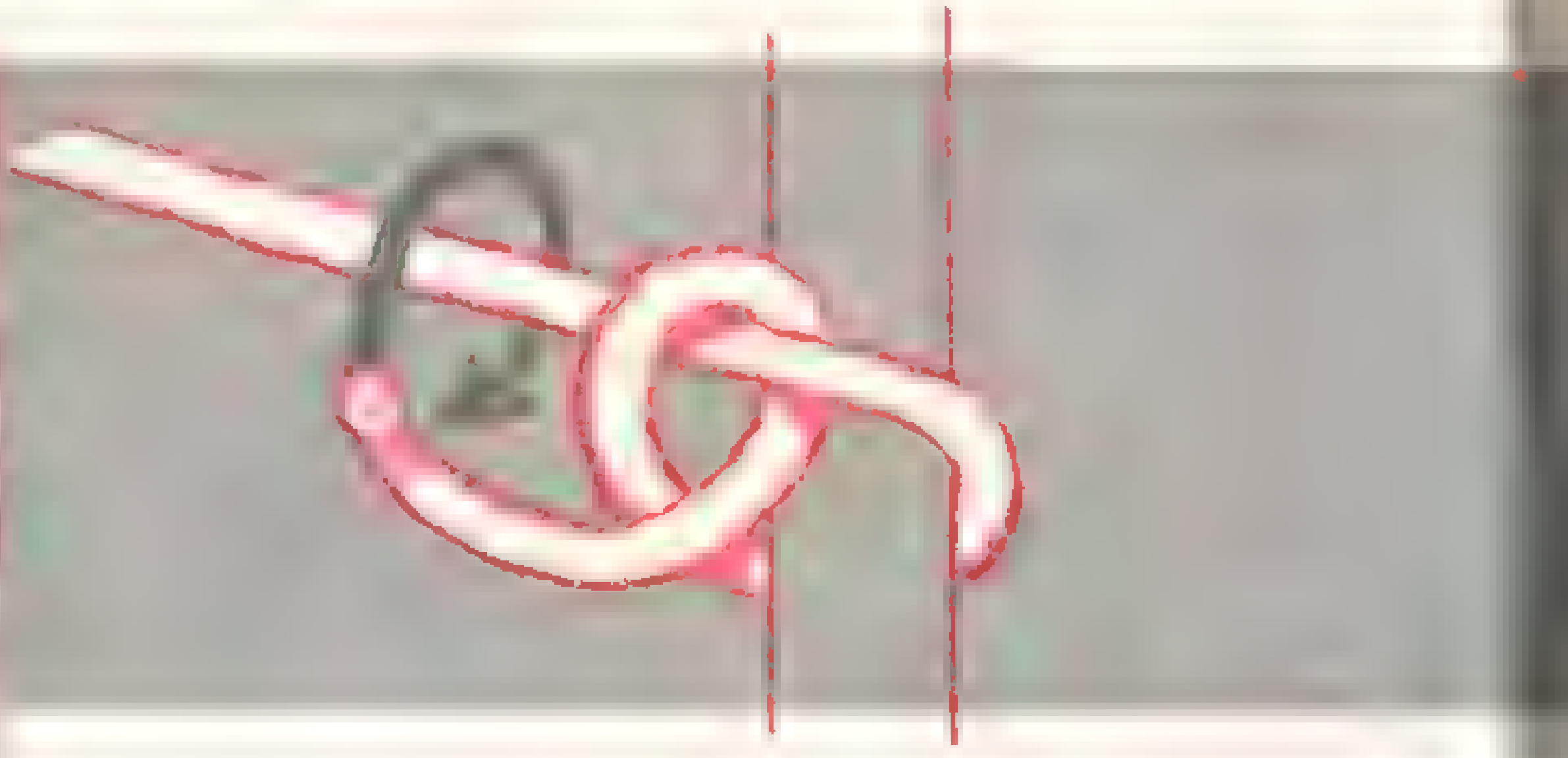


To attach a rope to a post or rail with a CLOVE HITCH, throw the rope end around the pole and lay it over its own standing part. Bring the rope end once more around the pole. Finish by carrying the end under the rope itself, then tighten the hitch as much as possible. "Hitch" is the name for a knot used for fastening a rope to a post.

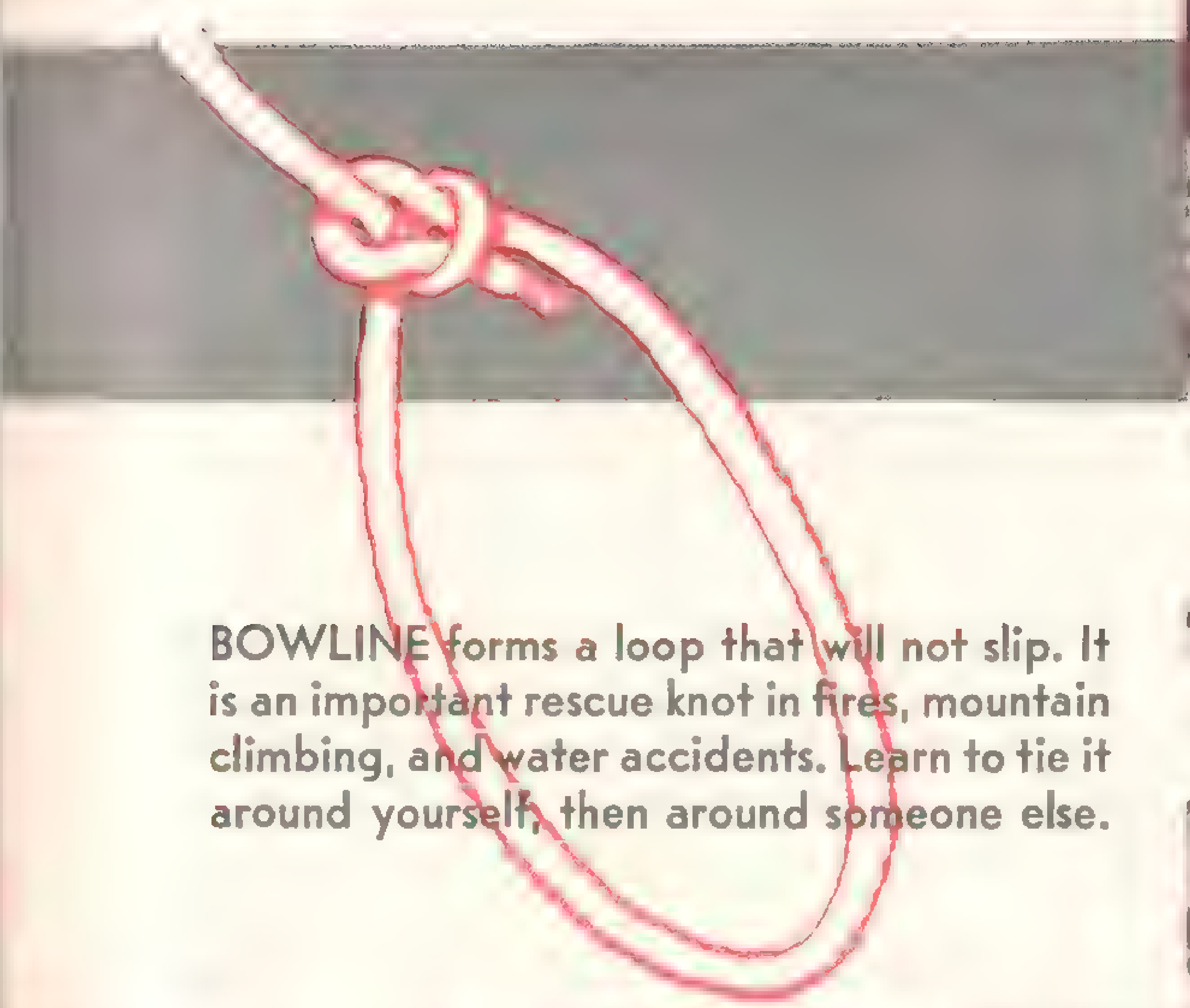


To fasten the end of a rope around your waist with a BOWLINE, bring the rope end around you. Place the end on the standing part. Holding on to both end and standing part where they cross, twist your hand over and toward you to form a loop in the standing part. Bring the rope end around the standing part and down through the loop. Pull taut.

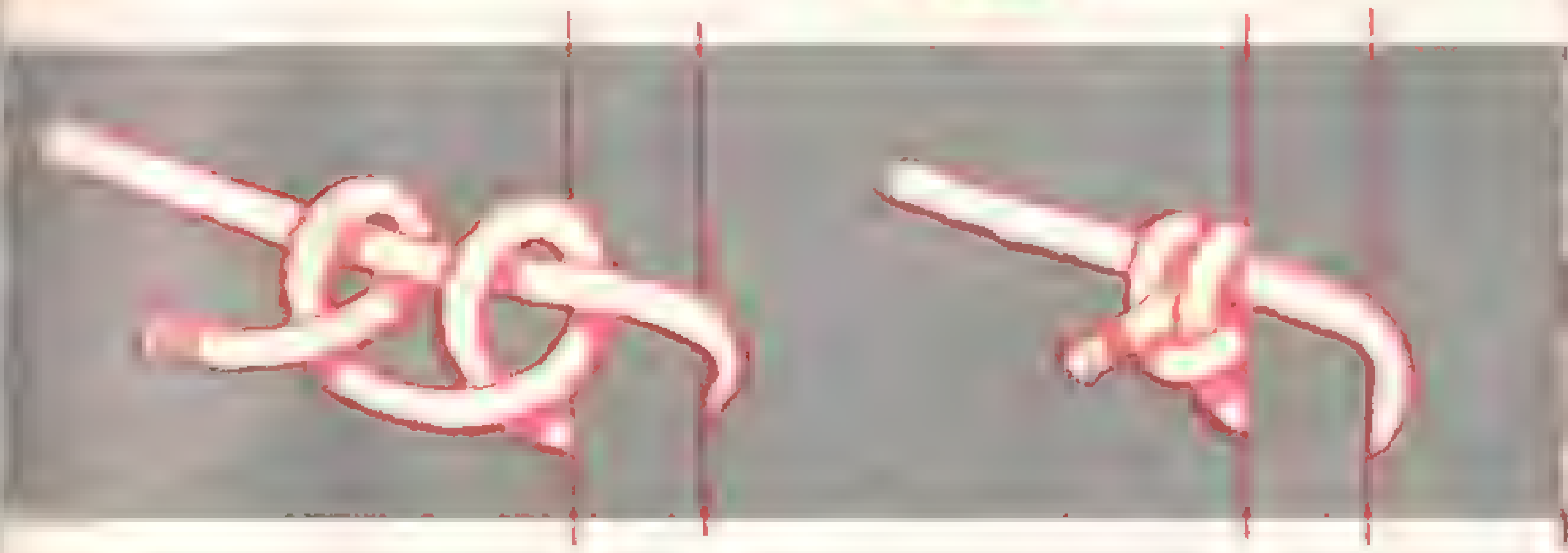




TWO HALF HITCHES is one of the simplest knots for tying a rope—such as a clothesline or the rope ("painter") of a boat—to a pole or a ring. It forms a loop that can be pulled tight yet which is easily loosened again.



BOWLINE forms a loop that will not slip. It is an important rescue knot in fires, mountain climbing, and water accidents. Learn to tie it around yourself, then around someone else.



To fasten a rope to a post with TWO HALF HITCHES, pass one end of the rope around the post. Bring the rope end over and under its own standing part and through the loop you have formed this way. Do the same once more in front of this first half hitch. Again bring rope end over and under the standing part and through the loop formed.

PREPARED FOR EMERGENCIES

An elderly couple was driving along the highway when their car skidded and smashed into a telegraph pole. The husband had a gash on his forehead, but the wife was not hurt. They sat stunned for a while not quite knowing what to do. Suddenly the wife caught sight of a couple of khaki-clad boys running down the road toward them. She turned to her husband with a sigh of relief and said, "Here come two Boy Scouts. They'll know what to do."

That is the way it has been ever since the start of the Scout movement.

People have come to know that Scouts are being trained to take care of themselves and to help others; they trust the Scouts to come to their aid in an emergency.

You are almost certain, in your own life, to come up against a number of different emergencies calling for immediate action. Some of these emergencies will be small—such as taking care of a cut or a scratch. Others may be large—getting the victim of an automobile accident to the hospital or calling the fire department to a burning house. By learning in advance exactly what to do, you will be ready to help the moment an emergency strikes.

Getting Help

Some emergencies are so serious that one person cannot handle them. Then it is important to know how to get help.

Tell how, in an emergency, you would reach a doctor or a hospital and the police or sheriff's office nearest to your home.

By Telephone. The easiest and quickest way to call for help is by telephone. At home, you should have the telephone numbers of doctors and police written on a card next to the telephone.

If you need help, rush to the nearest telephone (in town, to the nearest shop; in the country, to where you see a telephone wire enter a house), and dial or call the operator. In using a pay telephone you will need a dime to get your call through, so always carry an "emergency dime" in your pocket. As soon as the operator answers, give the number if you know it; otherwise say:

"I want an ambulance in .... (give name of town)" or
"I want a policeman in .... (give name of town)."

When the operator has connected you, make your report clearly and distinctly in terms of the three *W*'s — WHO, WHERE, WHAT—

WHO? Give your name: "This is Scout Joe Brown of Manville." WHAT? Tell what is the matter: "I am reporting an automobile accident with three people seriously injured, one unconscious . . ." WHERE? ". . . where Route 130 and Route 1 cross each other."

Be ready to answer questions about what first aid has been given and to receive instruction about what to do until help arrives. If you are on a hike or in camp, tell the doctor or the policeman where you will meet him to take him to the accident.

If for some reason you can't stay by the telephone until your call goes through, give the operator the necessary information.

By Foot or Bicycle. Sometimes you may not be able to get to a telephone, or the wires may be down because of storm or sleet, fire or flood. Then it is necessary for you to know the address of the nearest doctor, hospital, police or sheriff's office, so that you can go there yourself. Learn the locations and figure out in advance the quickest route by foot and by bicycle from your home, your troop meeting place, and your camp site.

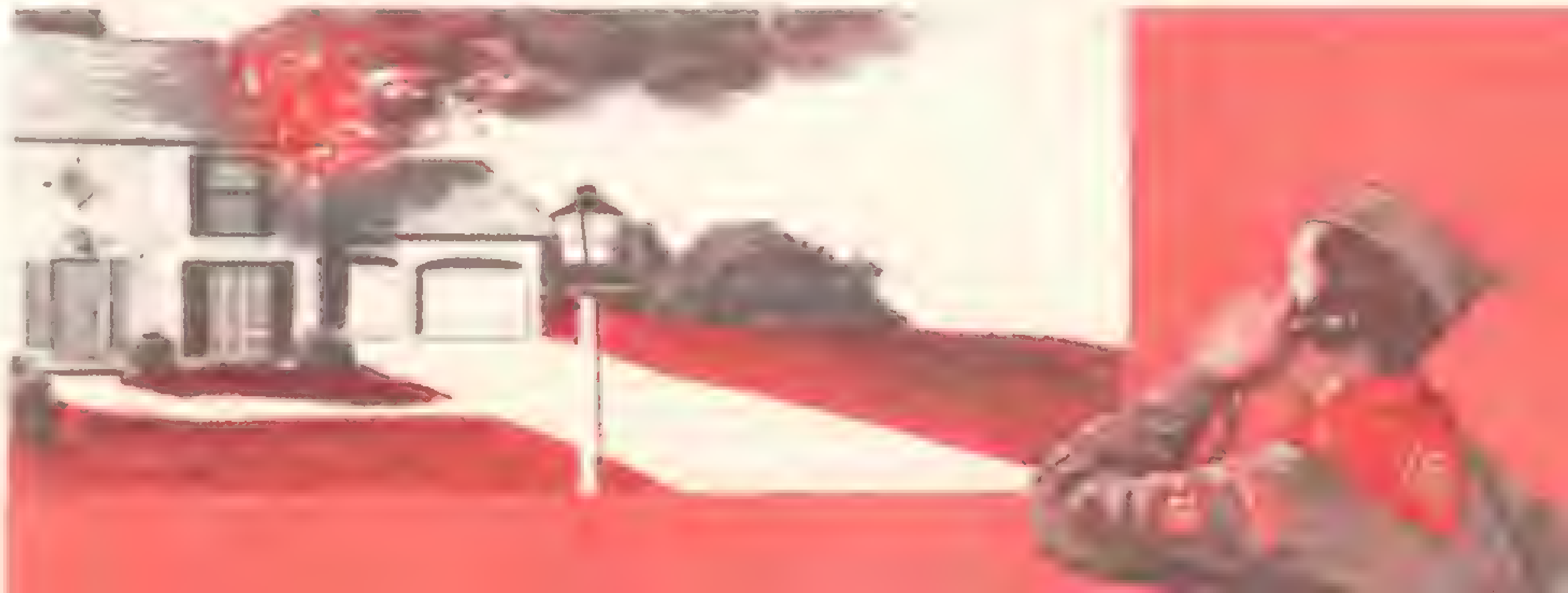
Explain how, in your community, you would report a fire.

Reporting a Fire. The simplest way to report a fire is by telephone. Say to the operator:

"I want to report a fire in .... (give name of town)" or
"I want to report a forest fire in .... (give name of town)."

When you are connected, make your report, remembering the WHO, WHAT, WHERE—your name, kind of fire, location.

Learn to use the telephone correctly for delivering a message.



Large towns and cities have fire alarm boxes in the streets. Find the boxes nearest your home and troop meeting place and read the instructions on how to turn in an alarm. In some small communities, the fire alarm is sounded by siren, bell, or iron ring from some central spot. Stay near the alarm to direct the firemen.

First Aid for Wounds

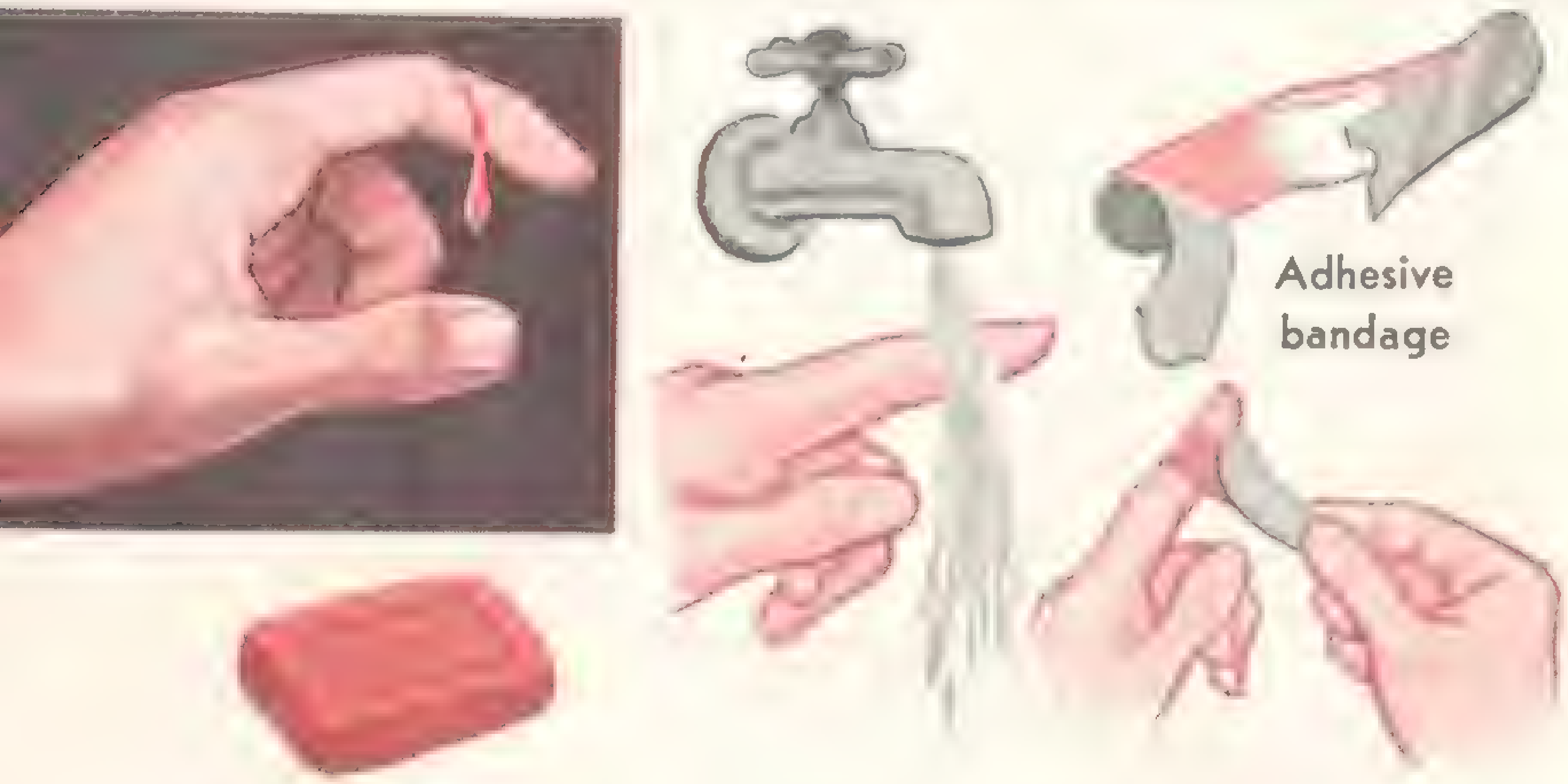
Tell why it is important to care for a cut or a scratch and show on yourself how to do it. Tie a bandage with a square knot.

A cut may not seem much of an emergency—but it might turn into one. In the case of a large cut the patient may lose so much blood that his life is in danger. There is danger even in a small cut, where germs may enter through the broken skin and set up an infection that may turn into blood poisoning. That is why any wound should be cleaned and protected from dirt.

First Aid for a Small Cut. A small wound is easy to handle—whether it is a cut from a knife or a scratch from a brier or a scrape from a sharp stone. Wash the wound thoroughly with soap and water, let the skin dry, then cover the wound with an adhesive bandage. This bandage consists of gauze folded into a small compress, attached to a piece of adhesive tape, and covered with two strips of protective material. Open up these strips to expose the compress, place the compress on the wound, and pull off the strips and stick the adhesive tape to the skin. If you have no compress and the wound is small, wash it and let it bleed. The bleeding will stop shortly when the blood has clotted.

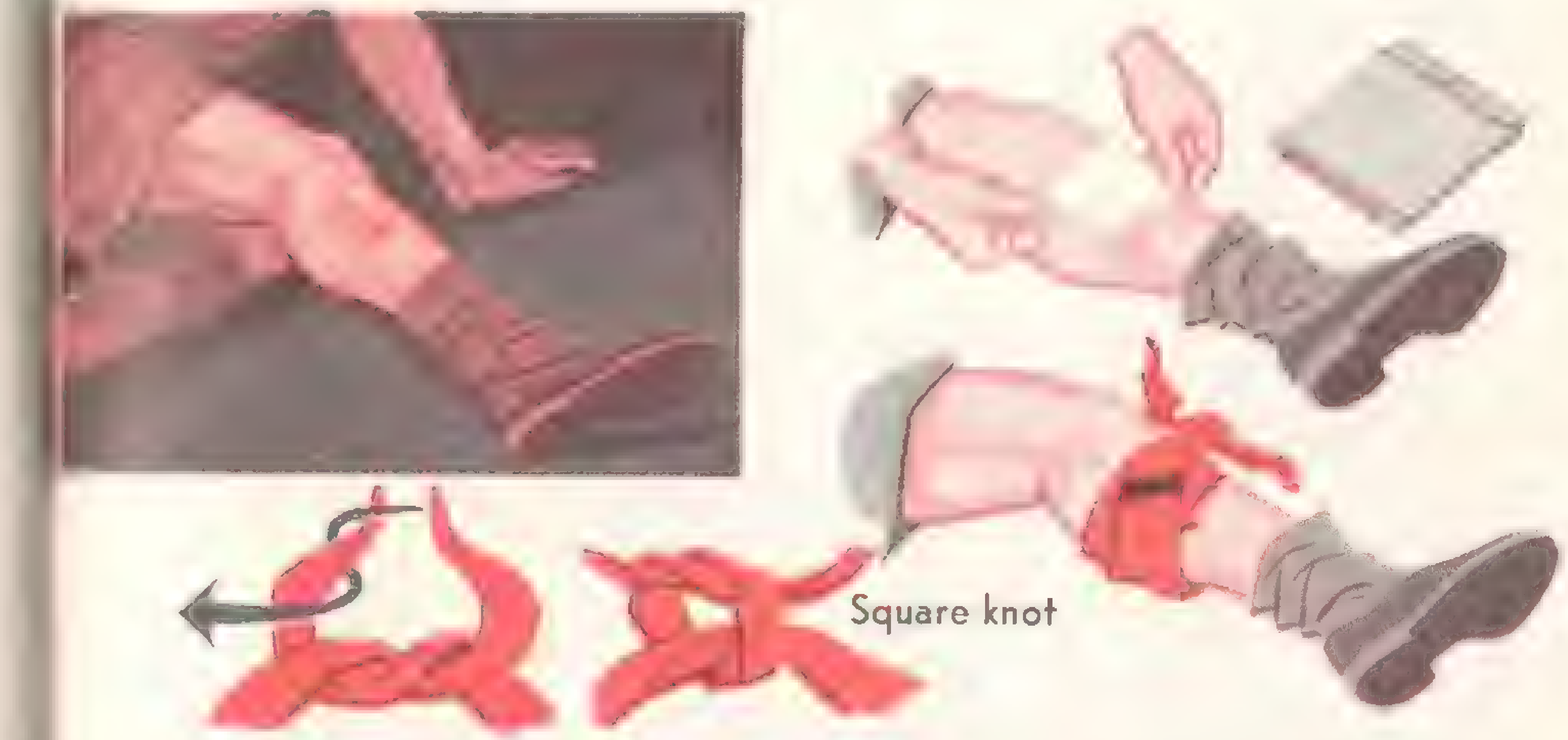
Caring for a Larger Cut. A larger wound should be washed with soap and water and covered with a gauze compress, held in place with adhesive tape or with a binder. The gauze compress should be sterile—that is, treated so that it is free of germs. Be careful in taking the compress out of its envelope so that you do not touch the part that will cover the wound—handle it by a corner only. The binder may be a gauze bandage from a first aid kit, or you can use a Scout neckerchief folded up into a narrow band. Tie the two ends of the bandage together with a square knot as shown in illustration below. If a wound is at all serious, take the patient to a doctor as soon as possible.

SMALL CUT

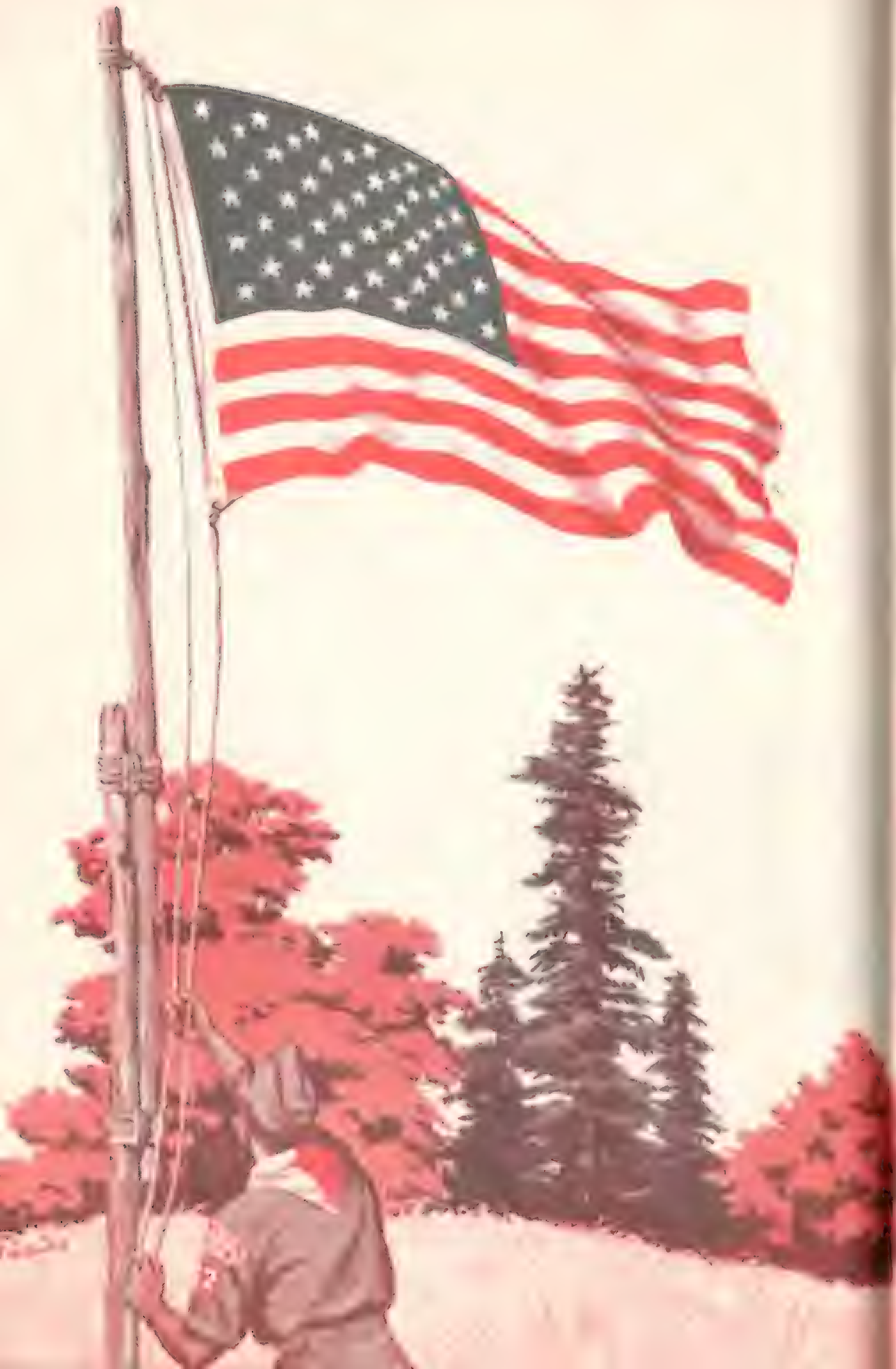


Wash a small cut with soap and water, let skin dry, then cover cut with an adhesive bandage. Soap is your best bet for cleaning a wound.

LARGER CUT



Wash a larger cut with soap and water. Cover with compress. Hold in place with adhesive tape or with a bandage tied with a square knot.



OUR FLAG

The flag ceremony is about to start. All the patrols are in line. A signal. "Salute!" And the honor guard hoists the flag of the United States to the peak. With your friends to the right and to the left, you pledge your allegiance to your flag and to your country. And as you look at that flag and think of the pledge you are making, you feel again the thrill of being an American.

That flag is far more than the red, white, and blue cloth of which it is made. It is the symbol of our America. It stands for the past and the present and the future of our country. It stands for our people, our land, and our way of life.

When the thirteen original colonies set out to become a free country close to two hundred years ago, their men and women needed a rallying point, a flag.

"We will take the stars and blue union from heaven," the great Washington is reported to have said, "red from our mother country, separating it by white stripes, thus showing that we have separated from her, and the white stripes shall go down to posterity representing liberty."

Recite the pledge of allegiance to the flag of the United States of America.

The Pledge of Allegiance to the Flag of the United States of America

I pledge allegiance to the flag of the United States of America and to the Republic for which it stands, one Nation under God, indivisible, with liberty and justice for all.

During the Revolutionary War, men and women fought under that flag to gain their liberty. Since then, others have fought to keep that liberty. And whenever victory was theirs, they greeted their flag, their throats choked, and their eyes filled with tears of joy.

Possibly no one has better described this emotion than a young American lawyer who watched the bombardment of the American Fort McHenry outside of Baltimore, Maryland, by a British fleet on a September night in 1814. His heart was full of concern for his countrymen, and as morning came, he gazed toward the fort and wondered:

"O say can you see, by the dawn's early light,
What so proudly we hailed at the twilight's last gleaming,
Whose broad stripes and bright stars through the perilous fight,
O'er the ramparts we watched, were so gallantly streaming?
And the rocket's red glare, the bomb bursting in air,
Gave proof through the night that our flag was still there.
O say does that star-spangled banner yet wave
O'er the land of the free and the home of the brave?"

The bombardment ended at 8 A.M., September 14, 1814. As the smoke cleared, the young man saw that the flag was still flying over the fort. In his joy, he found expression for his hope for the future of his country:

"O thus be it ever when freemen shall stand
Between their loved homes and the war's desolation!
Blest with vict'ry and peace may the heaven rescued land
Praise the Power that hath made and preserved us a nation!
Then conquer we must, when our cause it is just,
And this be our motto—'In God is our trust.'
And the star-spangled banner in triumph shall wave
O'er the land of the free and the home of the brave."

That day, the young man wrote down what he had felt, a friend had his poem printed, and shortly afterwards his words were sung throughout the country.

Francis Scott Key had written the song that became our national anthem.

Whenever you hear it played or sung, stand up, salute if you are in uniform, or place your right hand over your heart if you are in civilian clothes—and think of your own future under that Star-Spangled Banner.

The History of Our Flag

Describe the flag of the United States of America and tell its history in brief.

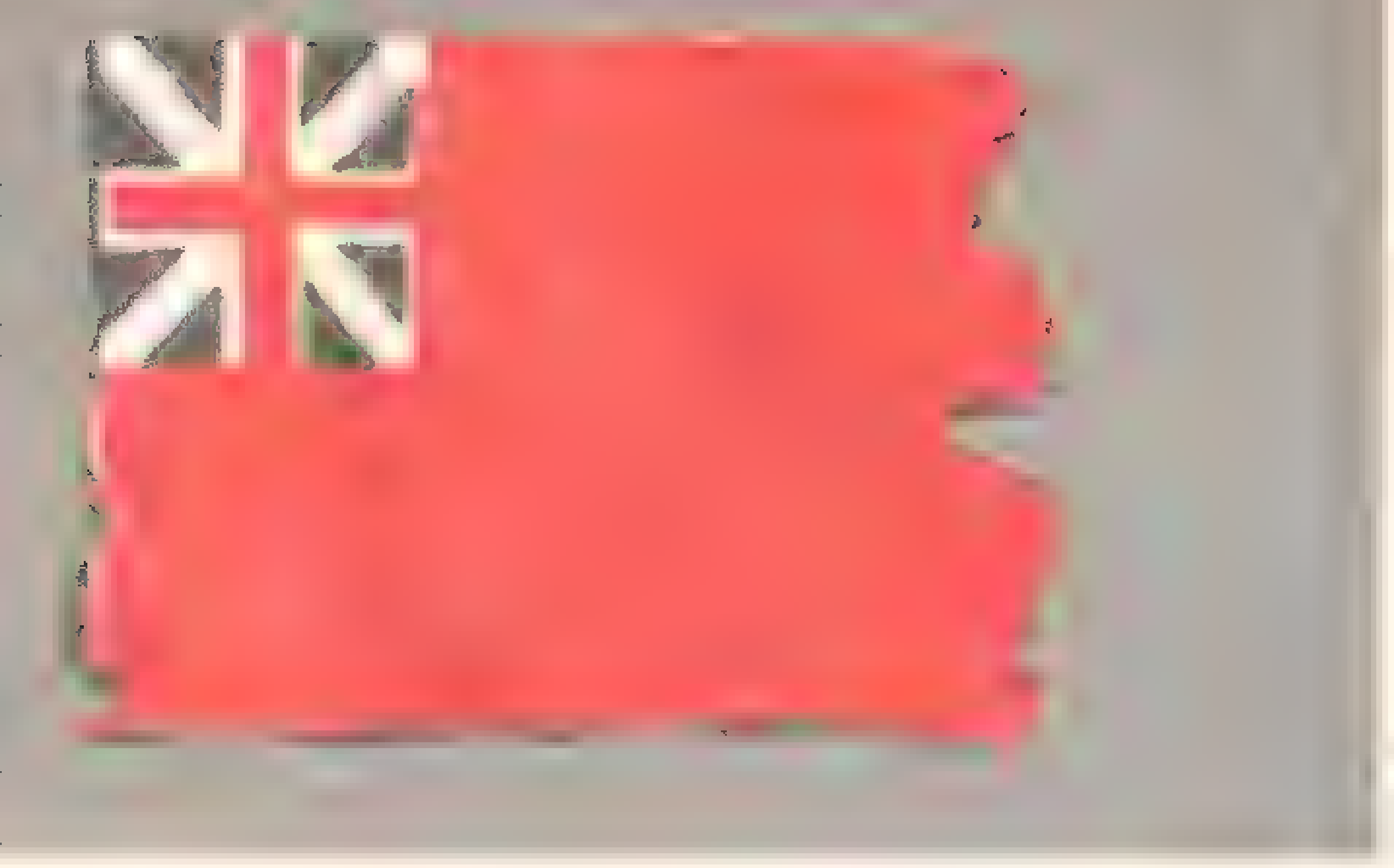
The flag of the United States of America of today has thirteen stripes—seven red and six white—and fifty white stars on a blue field: five rows of six, four rows of five. The stripes remind us of the thirteen original colonies that gained us our liberty, the stars represent the states that are bound together into one country.

The flag you help hoist at home or over your troop camp grew out of many earlier flags raised in other days over American soil.

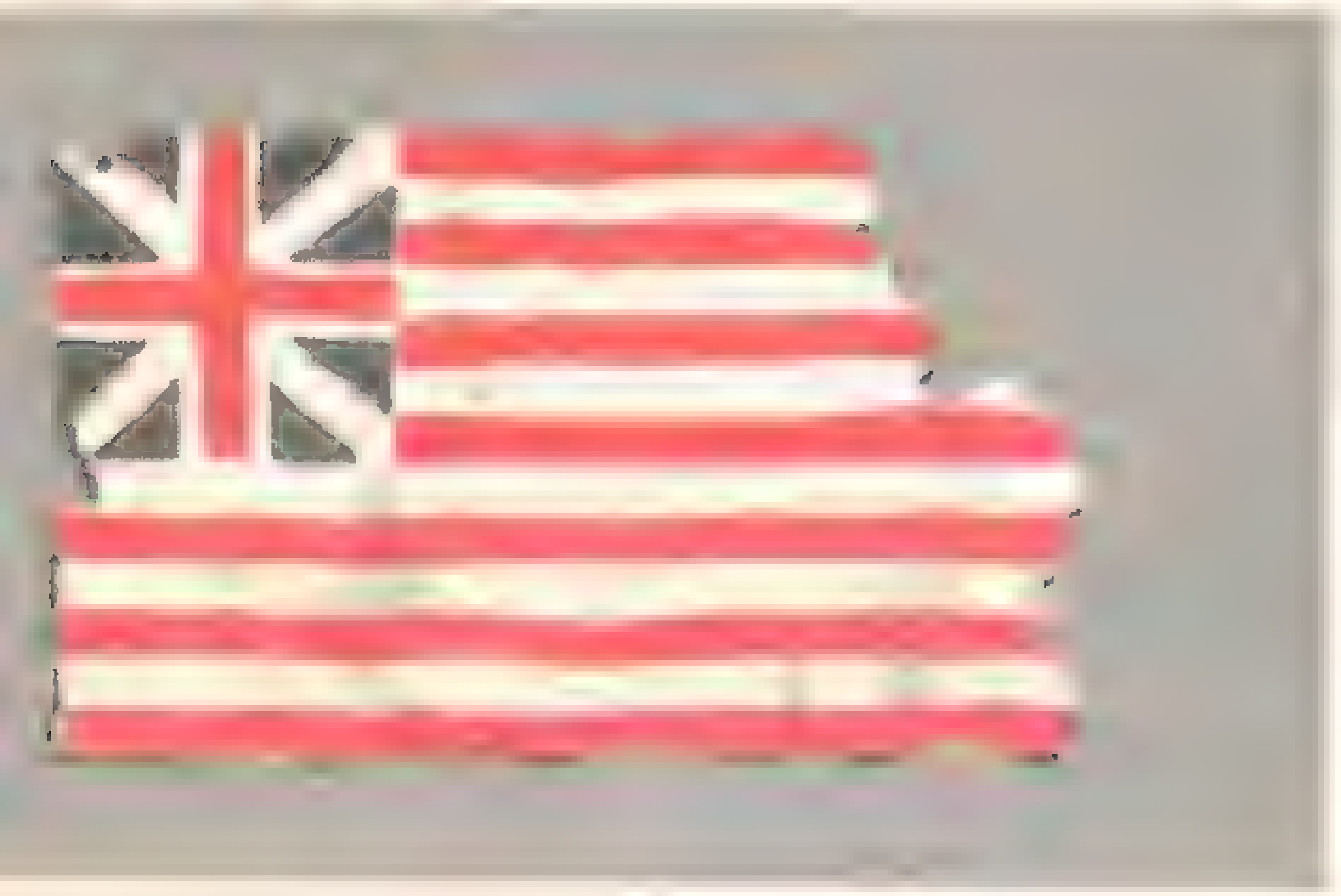
The Queen Anne flag waved over the thirteen American colonies from 1707 to the Revolution. This was the flag of England —red with a union combining the crosses of St. George and St. Andrew. Before this, other flags had flown over different parts of America—the banner of the Norsemen, the flags of Spain, France, Holland, Sweden, and an earlier English flag.

The Grand Union flag was raised over George Washington's

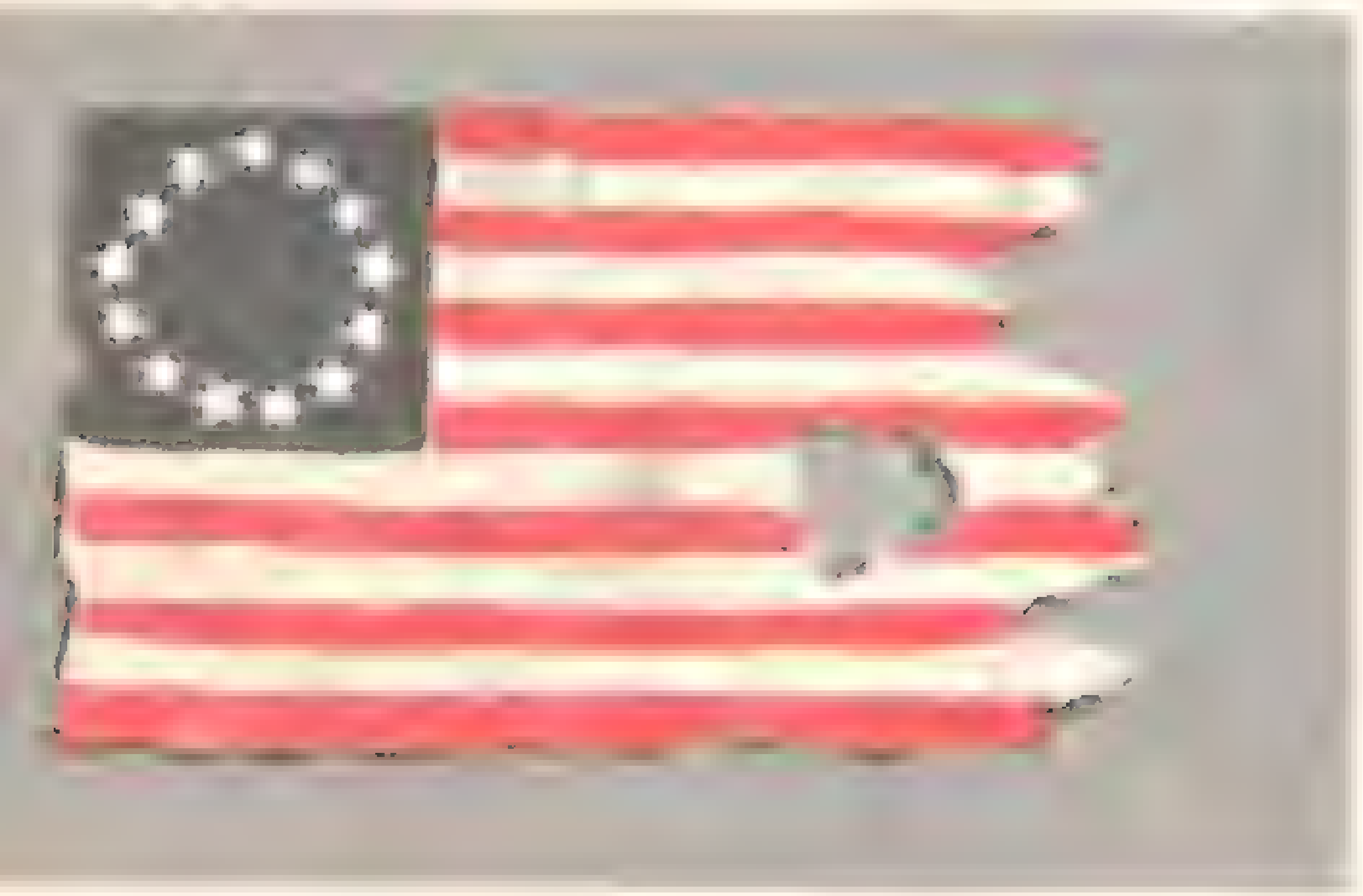
The bombardment of Fort McHenry, September, 1814, inspired Francis Scott Key to write our national anthem.



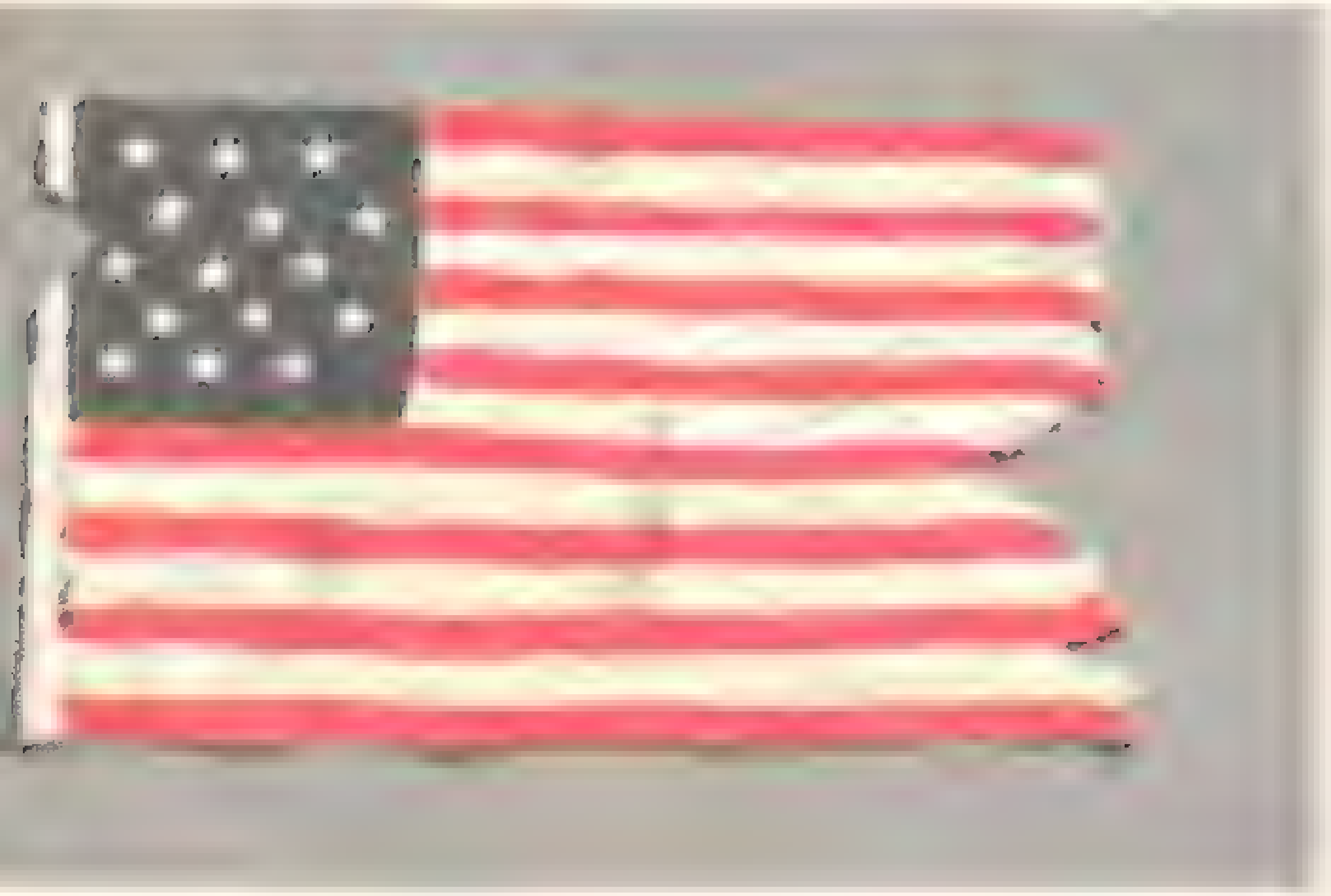
QUEEN ANNE FLAG was red with a blue union with the two crosses of St. George and St. Andrew.



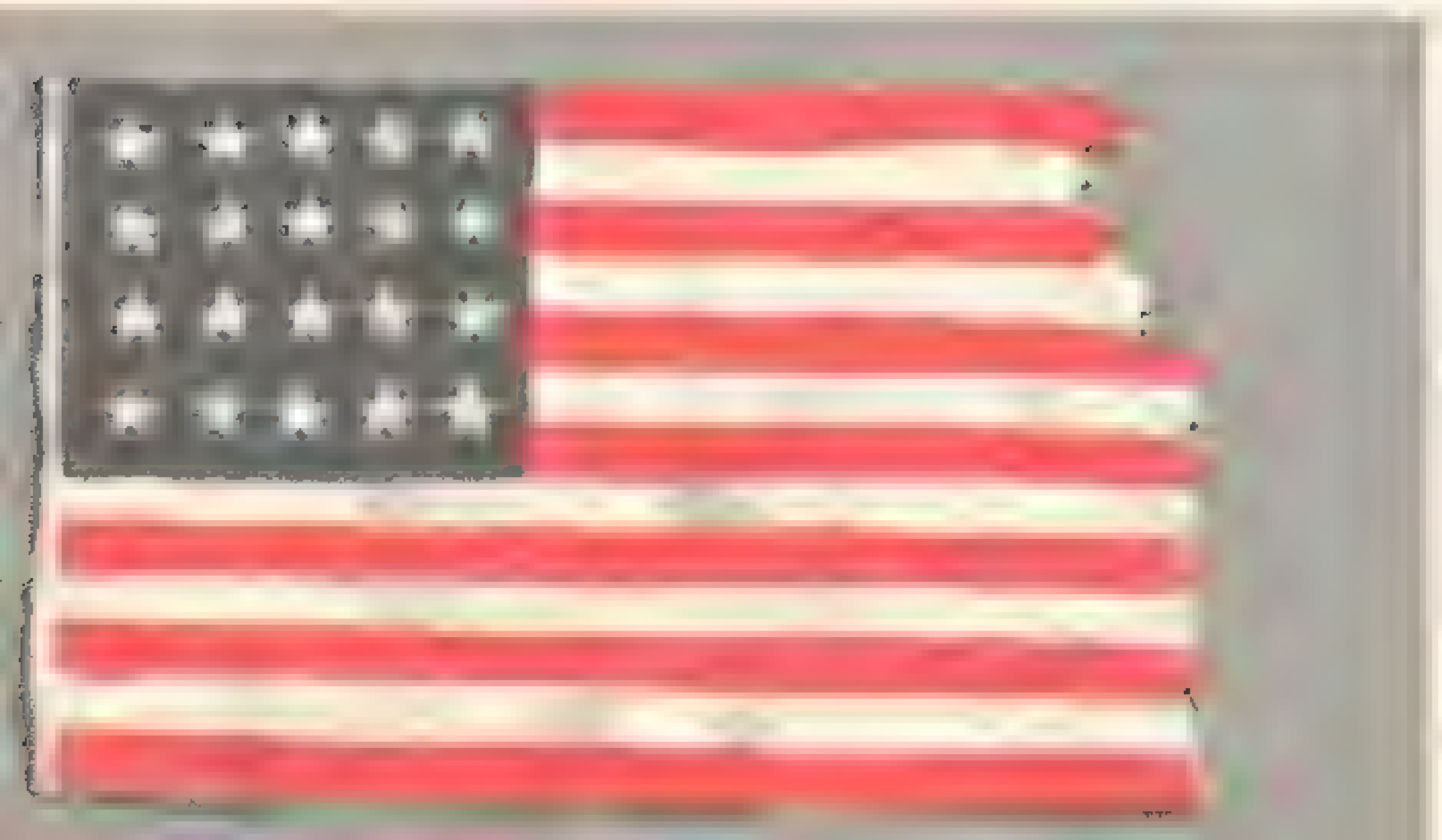
In the **GRAND UNION FLAG**, six white stripes broke the red field into seven red stripes—thirteen in all.



OLD GLORY had thirteen stripes and a blue field with thirteen stars representing a new constellation.



The **STAR-SPANGLED BANNER** of our national anthem had fifteen stripes, fifteen stars in blue field.



In 1818, the number of stripes was reduced to thirteen, and a star was put in for each of the twenty states.

headquarters outside of Boston on January 1, 1776. The Revolutionary War had started the year before, and the colonies needed a flag of their own. The union was the same as that of the Queen Anne flag, but the red field was broken into seven red stripes by six white ones.

Old Glory was the first official flag of the new nation, the United States of America. It was created by a resolution of the Continental Congress in Philadelphia—that the flag of the thirteen United States be thirteen stripes alternate red and white; that the union be thirteen stars, white in the blue field, representing a new constellation. The resolution was passed on June 14, 1777—a date we celebrate every year as Flag Day.

The Star-Spangled Banner that waved over Fort McHenry when it was bombarded, September 13-14, 1814, and inspired Francis Scott Key to write our national anthem had fifteen stripes and fifteen stars. Two stripes and two stars had been added to the original thirteen on May 1, 1795.

When still more states joined the United States, it was soon found that the flag would get to be an awkward shape if more and still more stripes were added. Therefore, on April 4, 1818, Congress passed a law that restored the design to the original thirteen stripes and provided that a star should be added to the blue field for each new state.

Respect to Our Flag

Tell when to fly the flag of the United States of America.

When to Fly the Flag. The flag of the United States should be flown every day when weather permits, especially on New Year's Day, Inauguration Day, Lincoln's Birthday, Washington's Birth-

Our independence was won by soldiers fighting under the flag that had thirteen stripes and thirteen stars.

day, Armed Forces Day, Easter Sunday, Mother's Day, Memorial Day (half-staff until noon), Father's Day, Flag Day, Independence Day, Labor Day, Constitution Day, Columbus Day, Veterans Day, Thanksgiving Day, Christmas Day; the birthday of states (dates of admission) and on state holidays.

Show how to hoist, lower, display, and fold the flag and how to salute it.

Hoisting and Greeting Our Flag. Whenever you handle the flag, you will want to do it respectfully. Whenever you see it hoisted or lowered, or pass it or are passed by it, you will want to greet it to show your love for it—by saluting it if you are in uniform, by holding your right hand over your heart if you are in civilian clothes.

Two people are needed to hoist the flag correctly. One holds the flag to prevent it from touching the ground, the other attaches the line and raises the flag. In raising, keep the flag under control and close to the pole. You do this by holding the line rather taut. When the flag has left the flag-bearer's arms, he steps back and comes to salute.

Joy is indicated by the flag at full-staff. Hoist it briskly in the morning, but not earlier than sunrise. Lower it slowly in the evening, but not later than sunset.

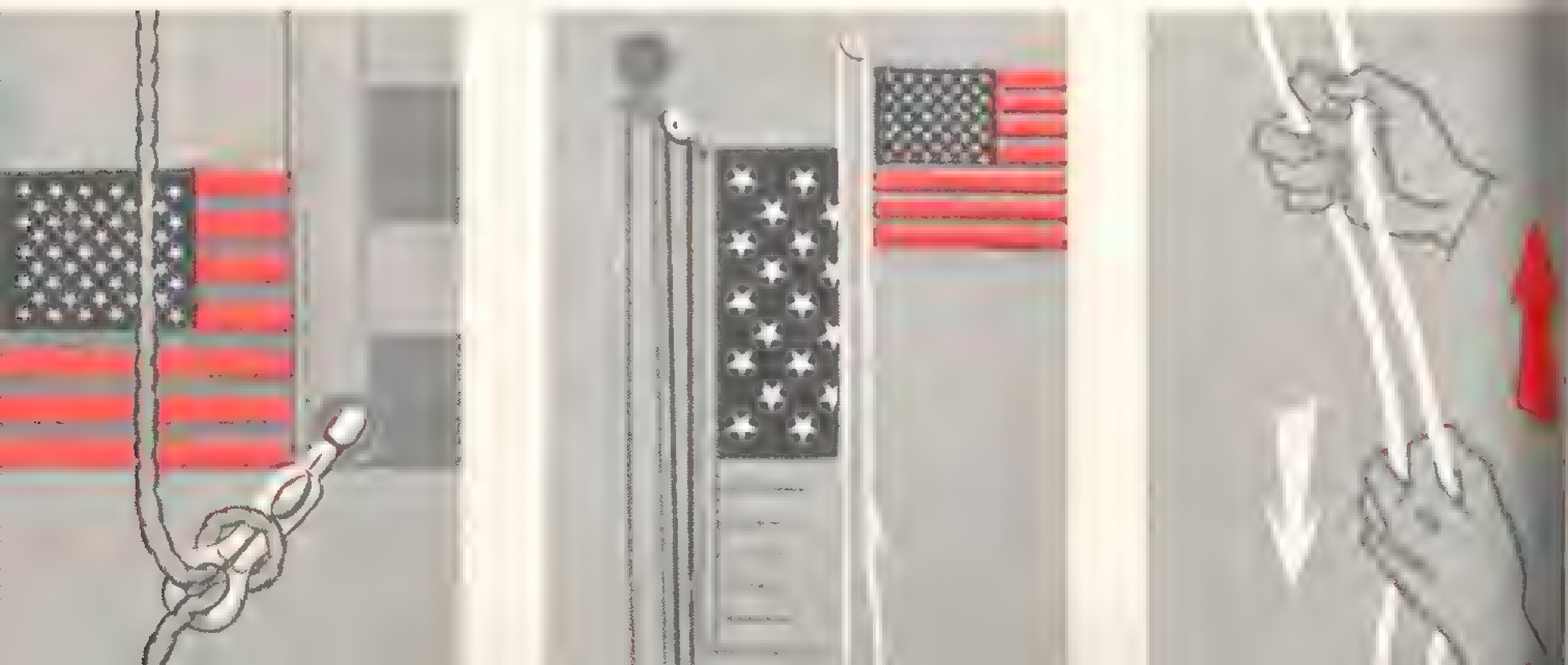
To indicate mourning, display the flag at half-staff. Hoist it to the peak first, then lower it to half-staff. When you are ready to take it down, raise it to the peak before lowering it.

When the flag is carried, there should be an honor guard on each side of it. When carried with other flags, the flag should be in front of the others, or to the right if the flags are arranged in line. The flag of the United States is never dipped in salute to any person or thing.

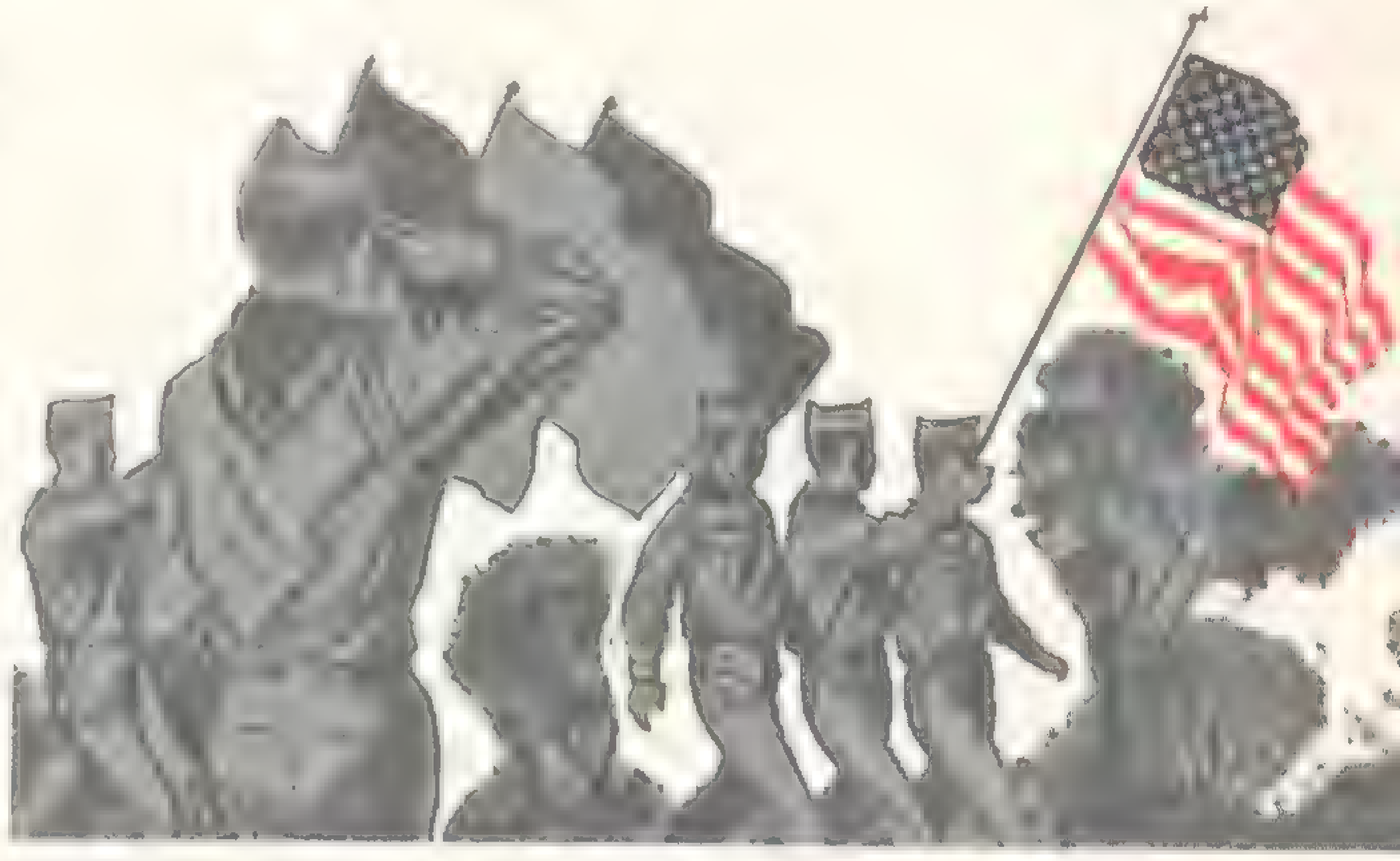
When the flag passes you, come to attention and face it. Salute just before the flag reaches a point opposite you and hold the salute until it has passed. When you pass the flag, come to salute six steps before you reach it and hold the salute until you are six steps past. In formation, you salute at command of your leader.

Displaying the Flag. There is a right and a wrong way to display the flag, whether on the wall or from a staff. You should know the right way—and you should also know that the flag is never used as drapery (use red, white, and blue bunting instead); that nothing is ever placed on it; and that it never touches the ground, the floor, or water beneath it.

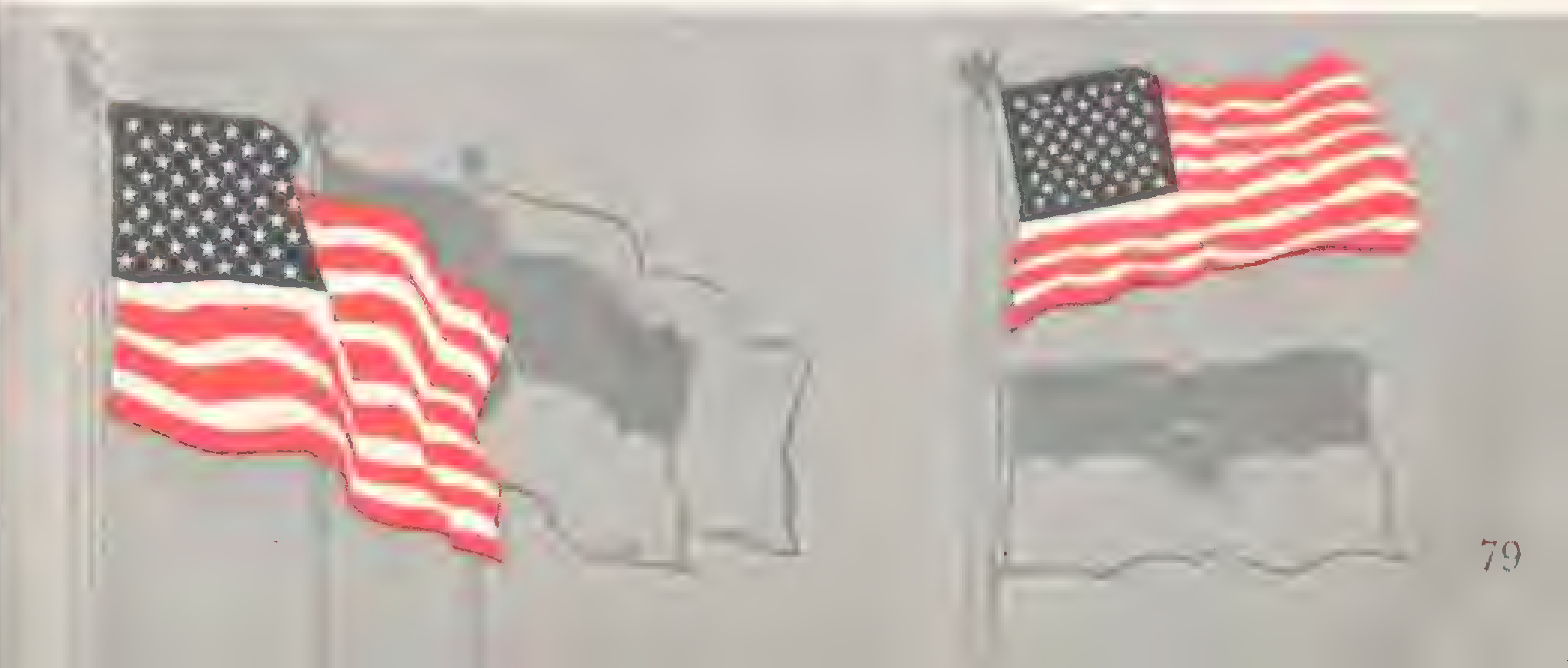
Instead of tying the flag to the line it is safer to attach it with snap hooks.



When the flag passes you, come to attention and salute it.



Below: In line with other flags, U.S. flag goes to its own right and is hoisted first. Hoisted with another flag—troop, city, or state — U.S. flag is at peak of flagpole.



For the correct ways of displaying the flag, study the pictures on the opposite page.

Top line: When displayed from a staff that projects from a window or from the front of a building, the blue field should go to the peak of the staff, except when at half-staff.

In a church or auditorium, the flag may be placed to the clergyman's or speaker's right or to the right of the front row of the congregation or audience.

Second line: When you hang the flag horizontally or vertically on a wall, the union should be to the top at the flag's own right (to the left as you look at it).

Across a street, the flag is hung vertically with the union to the north in an east-and-west street, to the east in a north-and-south street.

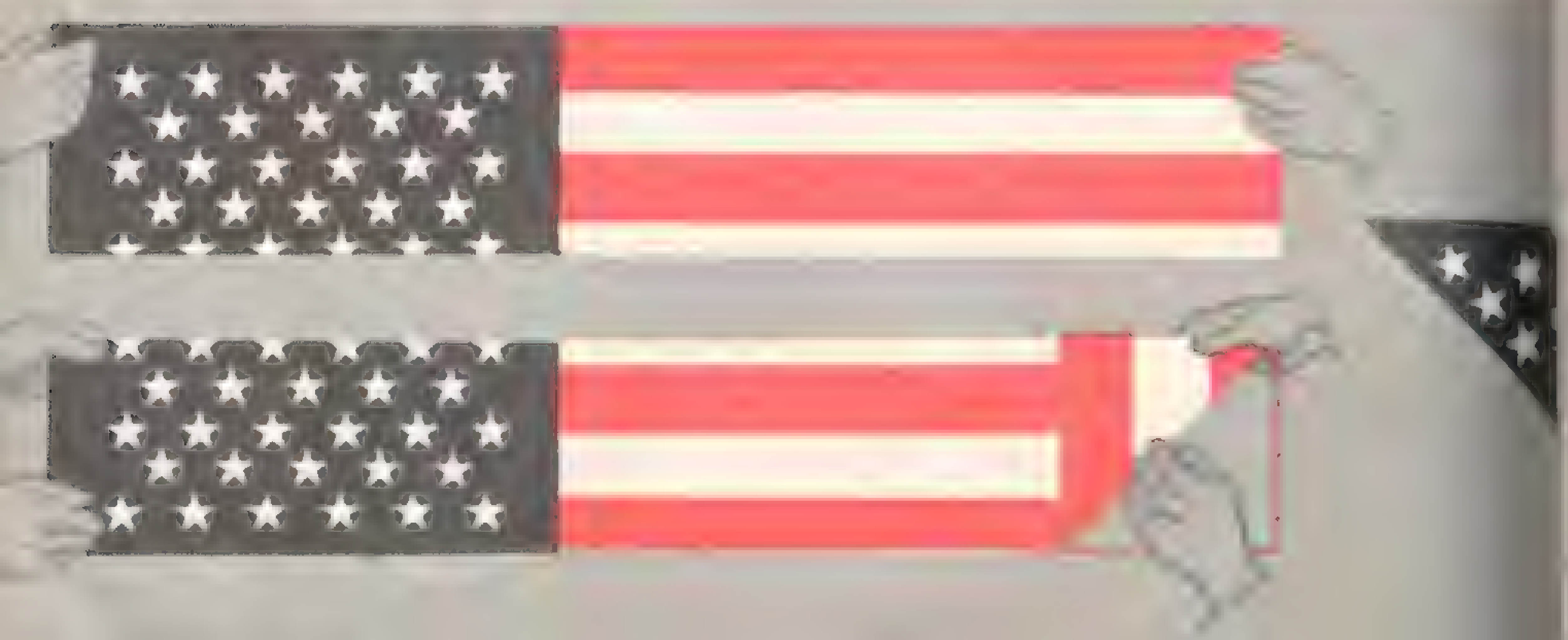
Bottom line: Displayed with another flag with staves crossed, the flag of the United States should be on its own right, with its staff to the front.

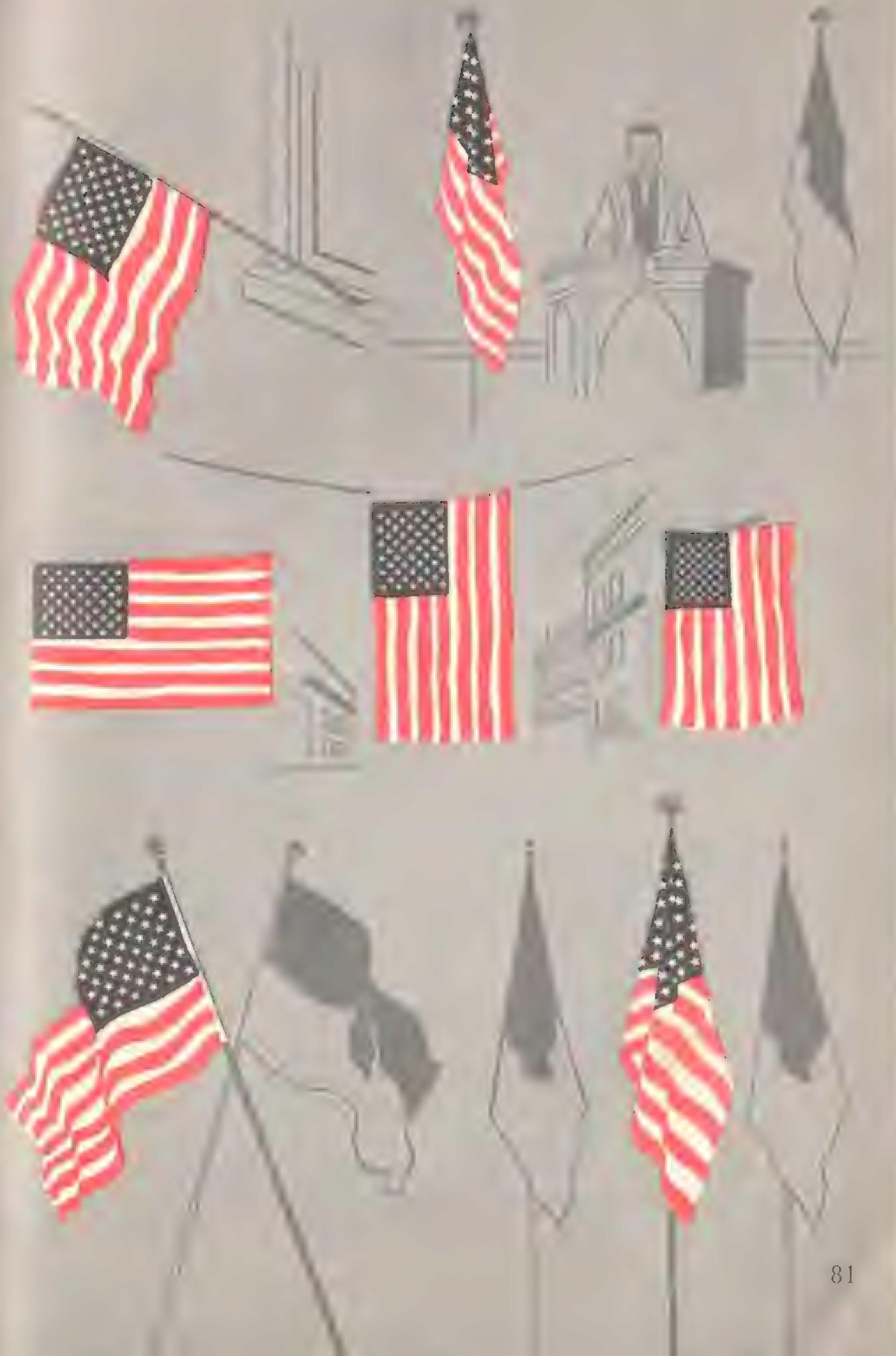
In a group of flags on staves, the flag should be in the center or at the highest point.

Taking Care of the Flag. After it is lowered, the flag is folded in a special way. First fold it lengthwise in halves, then in quarters, with the blue field on the outside. Finally, while one person holds it by the blue field, another makes a triangular fold in the opposite end and continues to fold it in triangles until the flag resembles a cocked hat, with only the blue field showing.

The flag should be cleaned when soiled, mended when torn. When worn beyond repair, destroy it privately by burning.

Fold the flag correctly and neatly. Never permit it to touch the ground.





SCOUT SPIRIT

Scouting is a game, and like all other games, it has rules you must follow to be a member of the team.

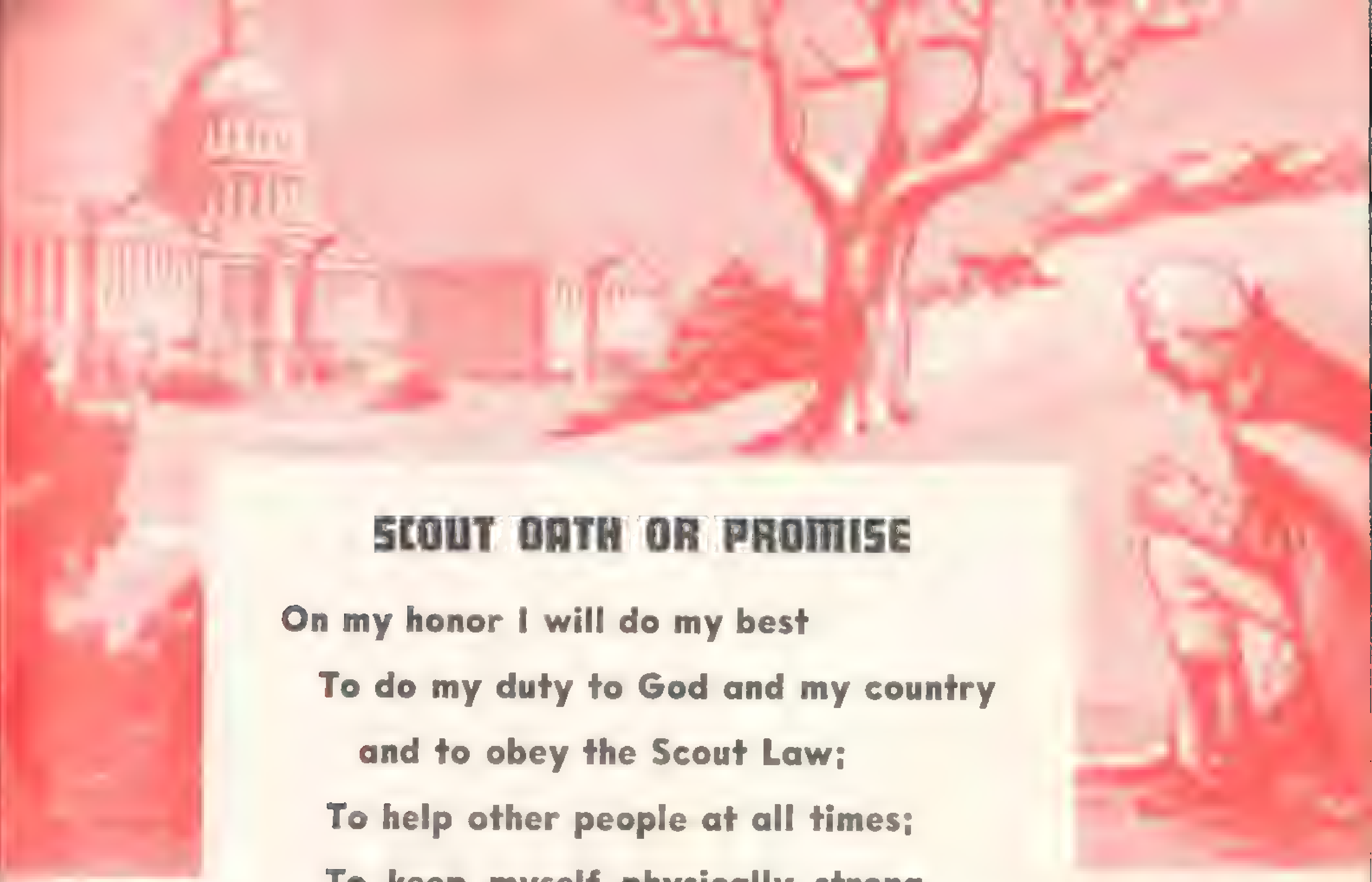
The rules of Scouting are contained in the Scout Oath (or Promise), the Scout Law, the Scout motto, and the Scout slogan.

Recite the Scout Oath (or Promise) and explain its meaning.

Duties are the foundation of all fair dealings. Every right in the world rests on an equal responsibility. For everything we receive, there are things we must give. In the Scout Oath you will find a clear statement of what is expected of you as a Scout—your duty to God, to your country, to other people, and to yourself.

Duty to God. Your parents and religious leaders teach you to know and love God, and the ways in which you can serve Him. By following these teachings in your daily life you are doing your duty to God as a Scout.

Duty to Country. As you look back into the past, you learn about men and women who toiled to build America, who gave their lives for it when called upon, who raised it to where it is today. It is your duty to carry this work forward by working for your country's welfare, by obeying its laws, by showing your loyalty to its government.



SCOUT OATH OR PROMISE

On my honor I will do my best
To do my duty to God and my country
and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
mentally awake, and morally straight.

Duty to Other People. There are many people who need a pair of young shoulders to help them with their burdens. A cheery smile and a helpful hand may serve to make life easier for someone who is weak or old, for a woman or a child. By obeying the Scout Law and by doing a Good Turn daily you prove yourself a Scout and do your part to make this a happier world.

Duty to Self. You owe it to yourself to take care of your body, to protect it and to build it so that it will serve you and make it possible for you to help others. You owe it to yourself to develop the brains that were given you, by striving to increase your knowledge and by making the best possible use of your abilities. You owe it to yourself to aim to become a man of strong character, ready to take your place in the world as a capable citizen.

THE SCOUT LAW

a Scout is trustworthy

loyal

helpful

friendly

courteous

kind

obedient

cheerful

thrifty

brave

clean

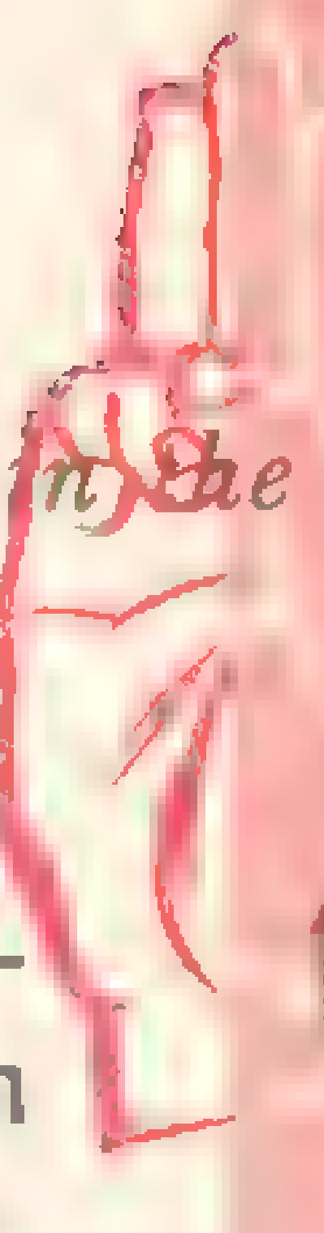
reverent

The Scout Law is the foundation on which the whole Scout movement is built. In the Scout Law are expressed the ideals a Scout puts before himself.

There have always been written and unwritten laws by which men have tried to live. In the world of today, when you are a Scout, the Scout Law becomes *your* code of action by which you try to live.

There is something about the Scout Law that makes it different from other laws. Most other laws start with a "Do" or a "Don't." Not the Scout Law. The Scout Law is a statement of facts: "A Scout *is* trustworthy . . . loyal . . . helpful . . . friendly . . . courteous . . . kind . . . obedient . . . cheerful . . . thrifty . . . brave . . . clean . . . reverent." By doing your best to live up to the Scout Law, you are a Scout. If you should *willfully* break the Scout Law, you are not a Scout. It is as simple as that.

The ideals of the Scout Law are high—they are meant to be! It is only by striving toward high ideals and keeping faith with them that you can hope to become the MAN you want to be.



Repeat the twelve points of the Scout Law . . . and explain the meaning of each of them in your own words.

A Scout's honor is to be trusted. If he were to violate his honor by telling a lie or by cheating or by not doing exactly a given task, when trusted on his honor, he may be directed to hand over his Scout badge. 1

He is loyal to all to whom loyalty is due, his Scout leader, his home and parents and country. 2

He must be prepared at any time to save life, help injured persons, and share the home duties. He must do at least one Good Turn to somebody every day. 3

He is a friend to all and a brother to every other Scout. 4

He is polite to all, especially to women, children, old people, and the weak and helpless. He must not take pay for being helpful or courteous. 5

He is a friend to animals. He will not kill nor hurt any living creature needlessly, but will strive to save and protect all harmless life. 6

He obeys his parents, Scoutmaster, patrol leader, and all other duly constituted authorities. 7

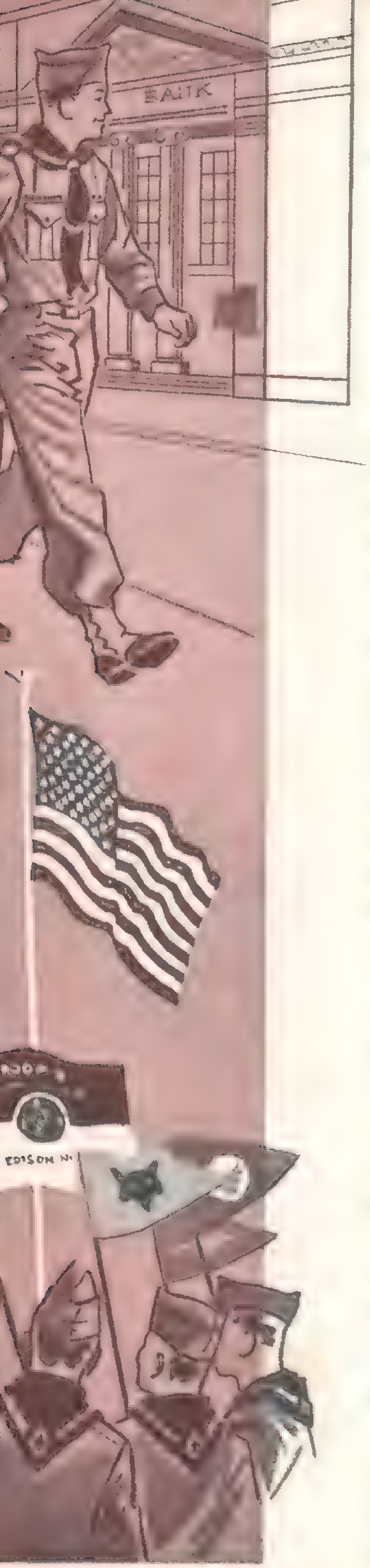
He smiles whenever he can. His obedience to orders is prompt and cheery. He never shirks nor grumbles at hardships. 8

He does not wantonly destroy property. He works faithfully, wastes nothing, and makes the best use of his opportunities. He saves his money so that he may pay his own way, be generous to those in need, and helpful to worthy objects. He may work for pay, but must not receive tips for courtesies or Good Turns. 9

He has the courage to face danger in spite of fear and to stand up for the right against the coaxings of friends or the jeers or threats of enemies, and defeat does not down him. 10

He keeps clean in body and thought; stands for clean speech, clean sport, clean habits; and travels with a clean crowd. 11

He is reverent toward God. He is faithful in his religious duties and respects the convictions of others in matters of custom and religion. 12



a Scout is TRUSTWORTHY

All our dealings with other people are based on trust. We drop a letter in the mailbox and trust the post office to get it to its destination. We buy a can of food and trust the manufacturer to have filled it with only wholesome ingredients. We listen to the news on the radio or on TV and trust the reporters to tell us the truth. If we couldn't trust other people, the work of the world would soon come to a standstill. And if you can't trust a Boy Scout you can't trust anybody.

Your parents and teachers and friends know that as a Scout you tell the truth and keep your promises. When your mother asks you to run an errand, she knows that you will do it promptly and effectively. When your troop has a meeting, your leaders know that you will be there. When you have said that you are going on the hike or to camp, the other fellows in your patrol know that you will be ready to go at the time agreed to.

From time to time, you may get yourself into trouble—boys usually do. Your baseball may smash a window, your elbow may knock down a vase, your big feet may trample a flower bed. By quickly admitting what you have done and making good the damage, the incident is forgotten.

It is a great thing to have people trust you. It feels good to "keep your honor bright" and to be able to look people straight in the eyes.

a Scout is LOYAL

Loyalty starts at home. You show this loyalty best by turning yourself into the kind of boy your parents would like you to be, by making them realize that you appreciate what they do for you, and by speaking about your home in such a way that people understand that you love it. The place where you live may not be the finest in the neighborhood—but it is your home, and no palace will ever take its place in your heart.

A chain is as strong as its weakest link. The success of your patrol and your troop depends on the loyalty of each boy—in the way you stick by your leaders and pitch in with the team, in the way you act as a Scout. People will judge all Boy Scouts by the kind of Scout you are. By being a real Scout, you prove yourself loyal to Scouting.

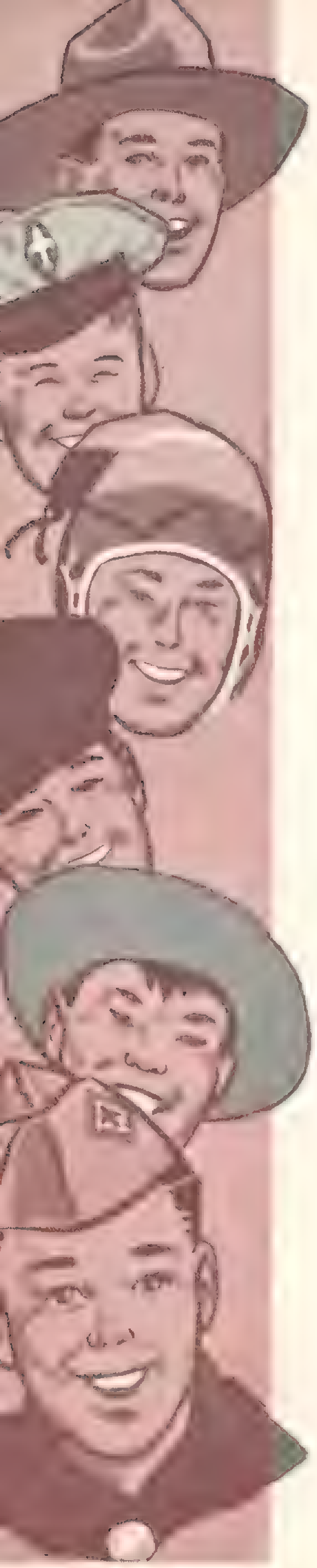
Hundreds of thousands of Americans have shown their loyalty to our country by giving their blood for it. But there are many everyday ways of being loyal, too—by helping in your community projects, showing respect for our flag and our government, obeying our country's laws.

a Scout is HELPFUL

In your Scout Oath you pledge to help other people at all times. The third point of the Scout Law tells you how—by being prepared and by doing a Good Turn daily.

A boy who doesn't know first aid is of little use when someone is hurt. A boy who can't swim has little chance to rescue a drowning person. As a Scout you will know what to do —and do it. But while you may never have the chance to save a life, you have a chance every day to do some smaller service—provided you keep your eyes open.

Your regular home duties are not Good Turns—those are things that are expected of you. A Good Turn is something you go out of



your way to do. One kind of Good Turn is the kind you do on the spur of the moment—like assisting a blind man to get on a bus, picking up broken glass from the sidewalk, helping a motorist change a tire. Another kind of Good Turn is the kind you plan for, alone, or with your patrol — like feeding birds during the winter, taking used magazines to the hospital, cleaning up the church or synagogue basement.

The important thing to remember about Good Turns is that they are done for the sake of helping others. Work (for which you receive pay) and help you give to one who needs it (for which you receive no pay) are two different things. If you do a Good Turn in the hope of receiving a tip, it is not a Good Turn at all.

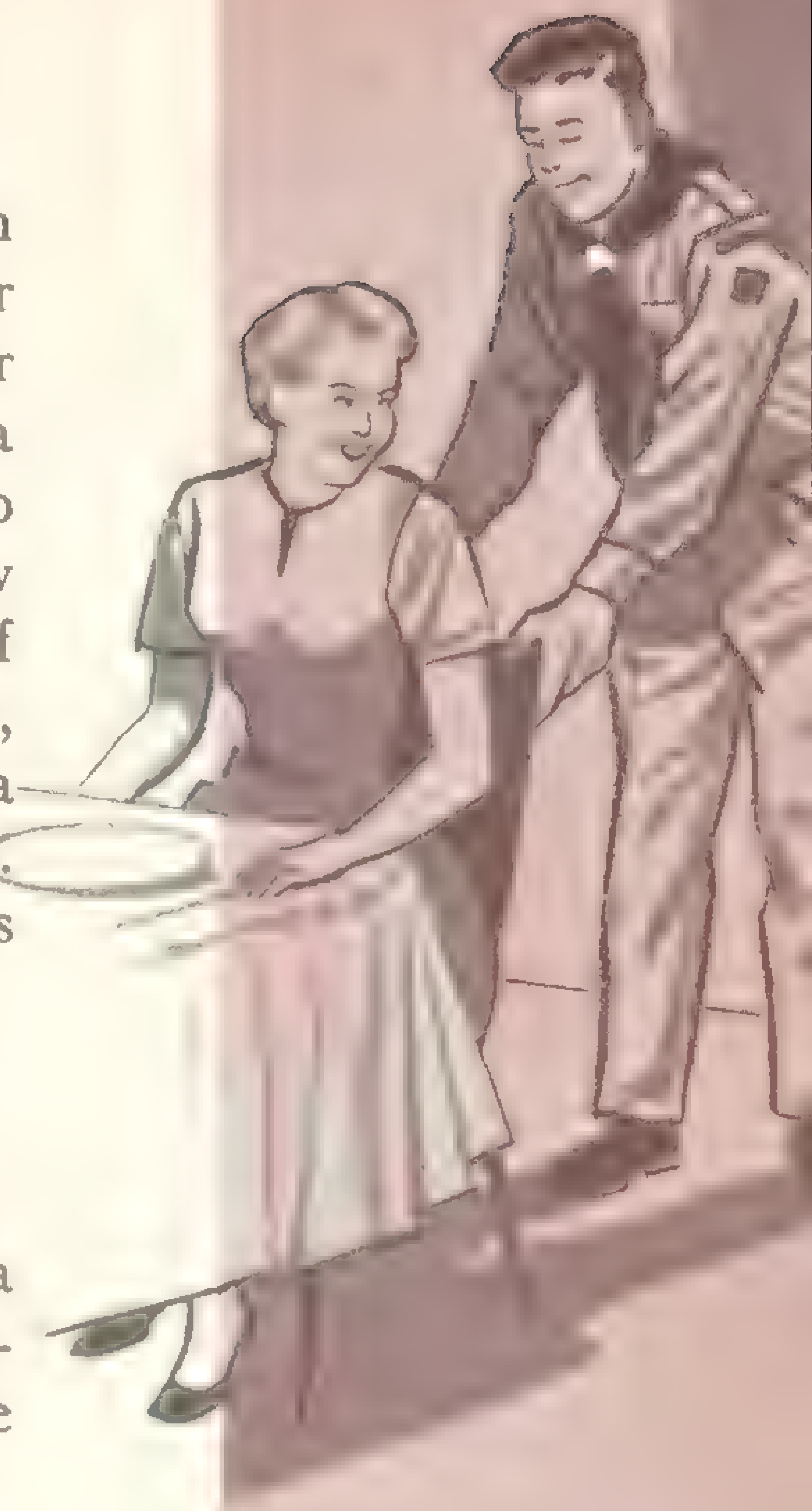
a Scout is **FRIENDLY**

Friendship is like a mirror. When you meet a person with a smile on your face and a helping hand stretched toward him, you will receive a smile in return and help when you need it. By being a friend yourself, you make a friend.

But there are friends and friends. Some people to whom you show friendliness will pass out of your life immediately afterward. Others may become your friends for life. Very possibly, some of these lifelong friends you will meet through Scouting.

The moment you join a patrol and a troop, you enter a brotherhood that spans the world. The boys in it are of different countries and colors and creeds, but they are brothers together, living up to the same Scout Oath and Law that you are following.

Among the finest expressions of this brotherhood are the great world jamborees at which as many as fifty thousand Scouts from all over the world come together and live in camp for two weeks as friends. But you need not go to a jamboree to show that you are "a brother to every other Scout." When you meet a fellow Scout in uniform greet him as a friend. And if you notice a Scout badge on a boy's coat lapel, give him the Scout salute. He may be a stranger in your town and may need your help. By greeting him, you make him feel that he is not alone.



a Scout is **COURTEOUS**

This is just another way of saying that a Scout is a gentleman. You will have many opportunities every day to show whether you are one or not.

First of all, be courteous in your own home. There are people with the reputation of being polite in public who seem to forget their manners when at home. Don't be one of them. A "please" and a "thank you" are easily said, and little helpful things easily done, yet they make your father and your mother and the other members of the family feel that you really appreciate what they do for you.

Good manners always please and attract people.

Opening a door for a lady, offering a seat in a crowded bus, rising from your chair when a guest enters the room, helping your mother to be seated at the family table, saluting your Scout leader, removing your hat in the presence of ladies in an elevator—these are all signs of a gentleman.

The courtesy you practice as a boy will make you a finer man.

a Scout is KIND

If you have a dog or other animal pet of your own you are probably already kind to it. You want it to love you and you know that this will happen only if you take good care of it. You have to understand when it needs food and water and shelter and special attention. If you live on a farm you know how well poultry and livestock respond to good care.

In your life as a Scout, you will get to know a lot of wild animals. Some evening when you are on a hike, a deer may bound across your path. Some night in camp, a raccoon may come sniffing around your tent. And when you wake in the morning and put your head outside your tent door, you may hear the chorus of a hundred birds and see them fluttering from branch to branch overhead.

The more you live in the out-of-doors, the more you will get to like the animal and bird life around you. And the more you like wildlife, the more you will do to help it and to protect it.

a Scout is OBEDIENT

A distinguished French officer once asked the mother of George Washington, "How did you raise such a splendid son?"

Her answer was simple. "I taught him to obey."

This is true of all great leaders. They learned to obey before they learned to lead. That's why real men hold obedience high.

Obedience begins with your father and mother. When they request you to do a thing, do it immediately and cheerfully—even if you happen to be in the middle of a game or an exciting TV program. Soldiers do not enjoy going into battle. But they obey orders. They know what is expected of them and do it.

There are others to whom you owe obedience. When a teacher tells you to do a thing, it is usually for your own good. When your employer tells you to do a thing, it is for the good of the business. And when your Scout leader gives you a job to do, it is for the good of the patrol or troop—which means it is good for you, too.

But being obedient goes beyond the obedience you owe to certain individuals. It also means obedience to your country's laws. Here again, obedience works to your own good. Think, for instance, of all the lives that would be saved each year if people obeyed the traffic laws. And just imagine the amount of money that would be available for education and other worth-while purposes if people were so law-abiding that we could close our prisons and reformatories!

a Scout is CHEERFUL

There's an old saying that goes, "Smile and the world smiles with you — weep and you weep alone."

There are people who always see the dark side of things. They are dissatisfied when the sun shines—it hurts their eyes and it is too hot. They are annoyed when the sun doesn't shine—things are too cold and dark. If it rains it is bad, and if it doesn't rain it is still worse.

Then there are others who are happy always. When the sun shines they enjoy the bright weather. When it pours they say, "Just what the farmers needed!" People who are cheerful and satisfied not only make life easier for themselves, but they help their fellow beings, too.

It is not the good times you have that will make you the man you want to be. It is only as you learn to overcome difficulties with a smile that you will grow to be a real man. In Scouting, you will have a lot of fun on sunny days. But peculiarly enough, the memories that will live the longest in your heart will be of the times when you overcome obstacles cheerfully—when the patrol fights its way home from a hike against a stiff wind and every step seems to be a mile, when a drenching downpour puts out your campfire, when your tent blows down in the middle of the night. These are the times when your cheerfulness is tested and your manliness grows.

a Scout is THRIFTY

To be thrifty doesn't necessarily mean to save money. Far oftener it means to know how to spend money wisely and to take good care of things that represent money—your clothes, your books, your home, and your school.

As a matter of fact, real thrift consists of five different things: earning, saving, spending wisely, sharing, and conserving. The saving could be in a savings bank, or in United States savings stamps or bonds.

It is a wonderful thing to be able to pay your own way—to earn money for your own clothes, for your Scout uniform and your camp equipment, and to take care of your troop dues out of your own pocket.

It takes pluck to earn money and save it. Some fellows never succeed. They go after easy money and, somehow, it always slips away from them. They sometimes even leave school without graduating because they see a job that will give them quick money—without realizing that the fellow who completes his education will earn far more money in the long run.

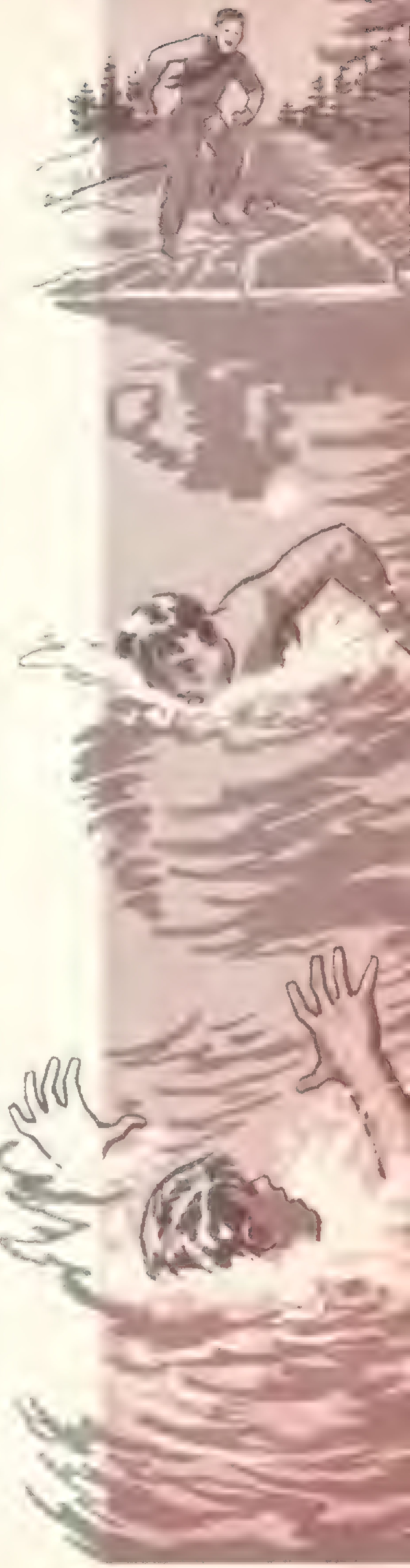
It is a good thing to be able to put money in the bank, but while you are young, it is more important for you to spend it on a good education, on something that will give you a better future, and to learn to share whatever you earn with others who may be in greater need than yourself.

One of the most important ways in which you can show that you are thrifty is the way you go about protecting and conserving our country's natural resources—its soil and water, its woods and fields, its wildlife. The water that drips, drips, drips from a faucet will amount to a waste of hundreds of gallons in a year's time. The forest where a campfire gets out of control may never again give shelter to animals and birds. When you realize that waste is the worst enemy of thrift and act accordingly, you do your part to keep America beautiful.

a Scout is BRAVE

The highest award a Scout can receive is the Honor Medal for lifesaving. This is not earned by just rescuing someone—it is given only if the deed required real heroism and was done at the risk of the Scout's own life. In spite of these high standards, more than thirteen hundred Scouts have earned the Honor Medal since the founding of the Boy Scouts of America. Those boys had a glorious opportunity to prove their bravery and were prepared to act. Your opportunity may come. Will you be ready for it?

But lifesaving is not the only way you can prove your bravery. You can show it in your everyday life.



It takes bravery to stand up for what you think is right when others try to make you do what you know is wrong. It sometimes takes real courage to speak the truth and nothing but the truth. It takes backbone to admit a mistake and to apologize for it. It takes backbone to defend a friend when he is under attack by others.

During the Revolutionary War, young Nathan Hale secretly entered the British encampment at New York to find out what forces were there. He was caught and was hanged as a spy. His last words were, "I only regret that I have but one life to lose for my country."

Countless other Americans have been willing to lay down their lives for what they thought right. Certainly you will be brave enough to stand up for *your* convictions.

a Scout is **CLEAN**

Two boys were walking along a muddy road when one asked the other, "How do you keep your shoes so clean? Mine are getting all dirty." The other boy answered, "That's easy —I just look for the clean spots and put my feet there."

The simplest way of being clean is not to get dirty in the first place. And that goes not just for your clothes and your body, but also for your thoughts and words and deeds.

You never need to be ashamed of the dirt that will wash off. If you play hard and work hard you can't help getting dirty. But when the game is over or the work done, that kind of dirt gives way to soap and water.

But there's another kind of dirt that won't come off by washing. It is the kind that enters your mind. You will have a hard struggle fighting that kind of dirt, but if you really try, you'll win. An important part of the battle is to keep away from fellows who seem to get a kick out of using vile language and telling dirty stories. "If you play with tar," as the saying goes, "some of it is sure to stick." Get in with a clean crowd where you will hear clean speech, learn clean sportsmanship, and get a clean outlook.

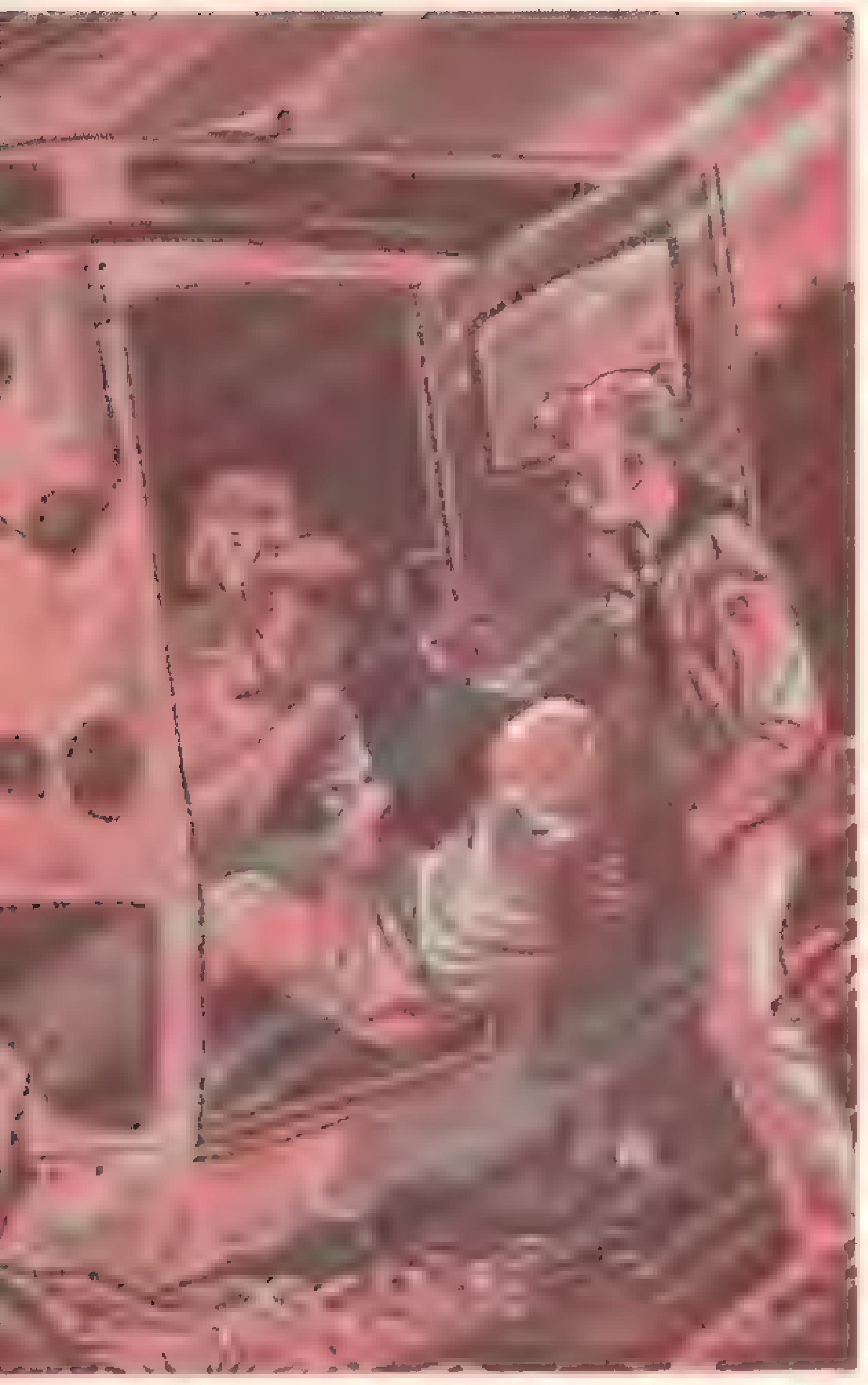
a Scout is **REVERENT**

Take a Lincoln penny out of your pocket and look at it. What do you see on it? Just above Lincoln's head are the words "In God we trust." Twelve little letters on our humblest coin. Not only as individuals, but as a nation, too, we are committed to live and work in harmony with God and with His plan.

Most great men in history have been men of deep religious faith who have shown their convictions in deeds. Washington knelt in the snow to pray at Valley Forge. Lincoln always sought divine guidance before making an important decision. Eisenhower prayed to God before taking his oath of office as President of the United States. These men had many things in common: love of the out-of-doors, human kindness, and an earnest vigor in working with God in helping make a better world.

You are reverent as you serve God in your everyday actions and are faithful in your religious obligations as taught you by your parents and spiritual leaders.

All your life you will be associated with people of different faiths. In America we believe in religious freedom. That is why we respect others whose religion may differ from ours, although for reason of conscience we do not agree with them.



THE SCOUT MOTTO

The Scout motto is "Be Prepared." The motto of the knights of old was "Be always ready." A Scout is a modern knight—a young citizen who keeps himself strong, learns to meet emergencies, and never lets himself be taken by surprise.

Repeat the Scout motto . . . and explain the meaning . . . in your own words.

Someone once asked Baden-Powell, the founder of Scouting, "Be prepared for what?" "Why," said B.-P., "for any old thing." That's just the idea. The Scout motto means that you are always in a state of readiness in mind and body to do your duty and to face danger, if necessary, to help others.

Some time ago, a school bus skidded in a sleet storm in one of our northern states and overturned. The driver was seriously hurt, but a young boy quickly took command. He immediately turned off the motor, got the emergency door opened, helped get the frightened children out, then bandaged up the driver. Help arrived soon afterwards, and one of the helpers asked the boy, "How did you manage to do what you did?" "Well," said the boy, "the first time I traveled on that bus, I asked myself, 'What'll you do if we ever have an accident?' I looked around—noticed how the driver operated the motor, saw where the emergency door was and read the instructions for opening it. And then, of course, I had my first aid training as a Scout."

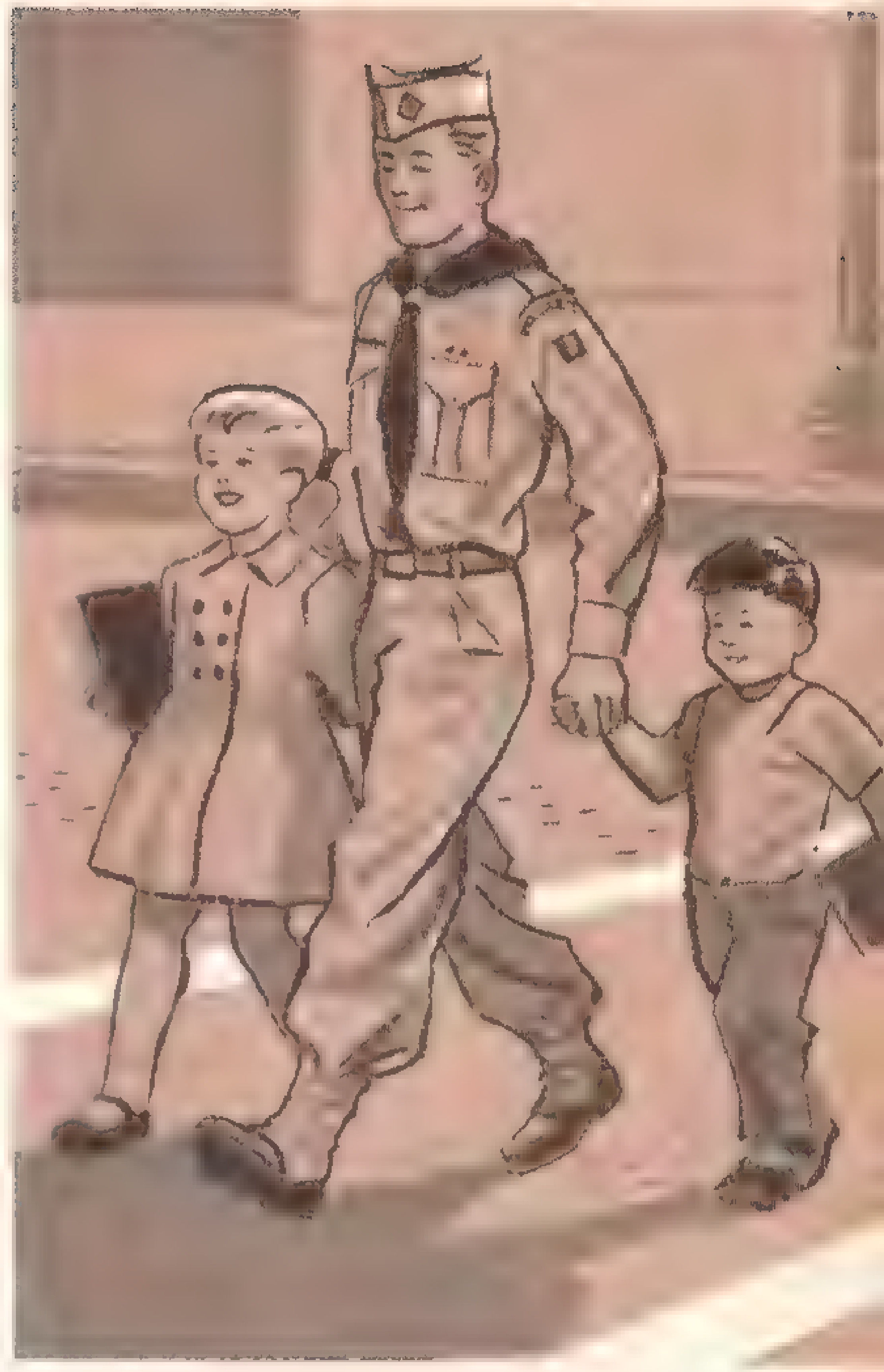
That boy knew what was meant by being prepared:

He thought out in advance what might have to be done in case of an accident.

He was trained for any emergency that might occur.

He acted and did his duty, calmly and effectively, because he was confident of his ability.

THE SCOUT SLOGAN



The Scout slogan is "Do a Good Turn Daily." It is part of the third point of the Scout Law—"A Scout is helpful." And it is part of your Scout Oath—". . . to help other people at all times."

Repeat the Scout slogan . . . and explain the meaning . . . in your own words.

The slogan does not mean for you to do *one* Good Turn during the day and then stop. On the contrary—it means to do *at least* one Good Turn a day. It means looking for opportunities to help and then helping, quietly and without boasting.

When you first become a Scout, it may seem difficult for you to find a daily chance to do a Good Turn. But soon you learn to keep your eyes open and somehow there seems to be an opportunity around every corner. By acting on them, you prove yourself a real Scout.

Some Good Turns are big things—saving a human life at the risk of losing your own . . . rescue work in floods . . . service in hurricane-stricken areas . . . helping to fight a forest fire . . . working with your patrol on a conservation project . . . giving younger boys a good time in Cub Scouting by working as den chief.

But Good Turns more often are small things, thoughtful things —helping a child cross the street . . . clearing trash off the highway . . . picking up broken glass from the street . . . telephoning the power company to report a live wire.

Remember always that a Good Turn is an *extra* act of kindness —not just something you do because it is good manners.

To answer the inquiry of a passer-by about an address is not a Good Turn—that is common courtesy.

But to go out of your way to take the traveler to his destination—that's a Good Turn.

BE PREPARED

ON THE HIKING TRAIL TO SECOND CLASS

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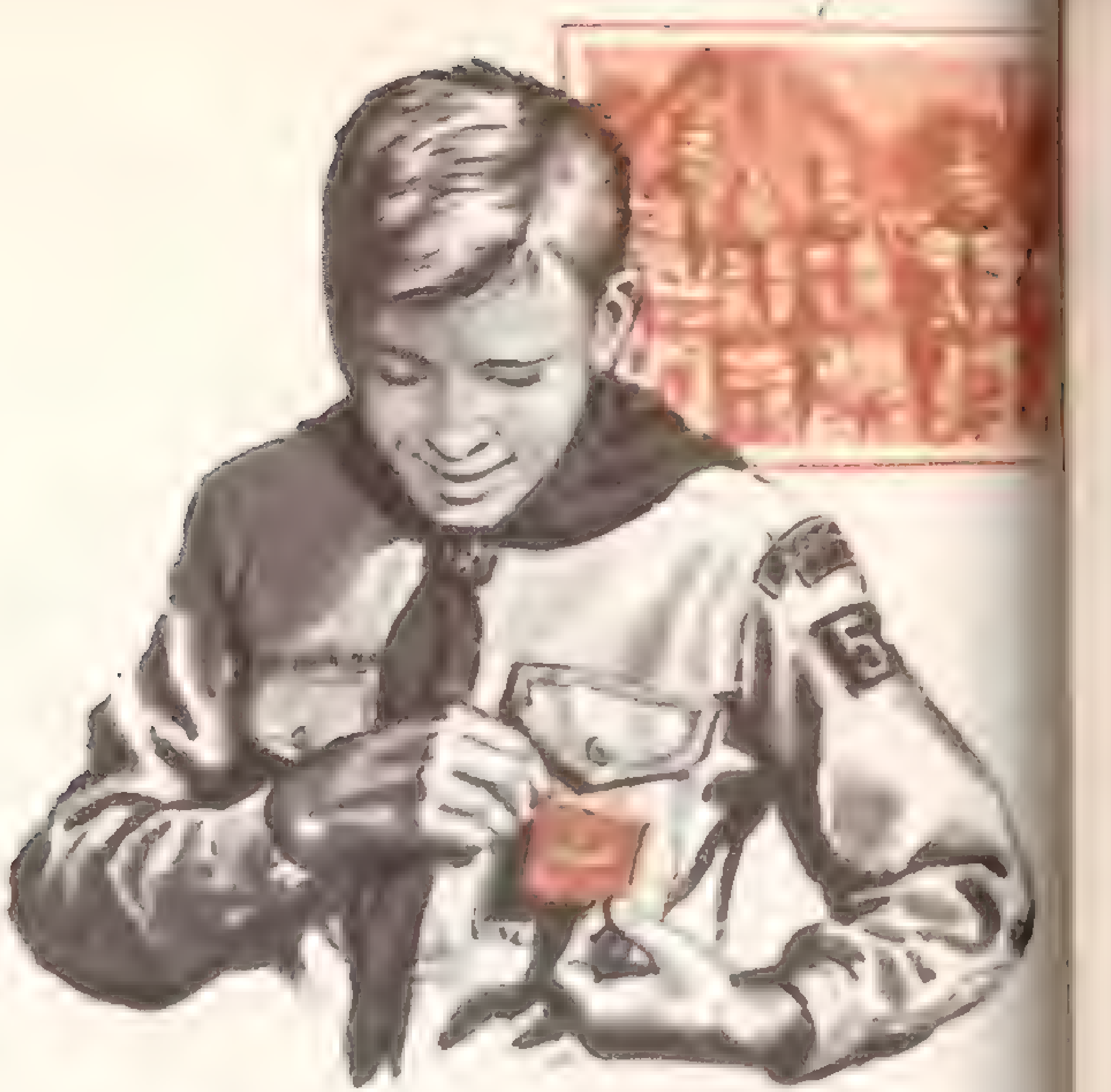


how to become a SECOND CLASS SCOUT

A hundred years ago, when the far West was being settled, young men with pluck and courage arrived from the East eager to make a new kind of life for themselves. The old-timers, already hardened to the roughness of pioneer life, called them "tenderfoots"—their feet were still smarting from the long trek, their bodies still soft.

The newcomers didn't care much for the name of "tenderfoot." To get rid of it they quickly set out to prove that they had what it takes, by turning themselves into first-class lumbermen or miners or cattlemen.

It's the same in Scouting. In the beginning, you're just a Tenderfoot Boy Scout. No Scout—and certainly not you—wants to stay "tenderfoot" for long. You want to prove yourself first class in every way—in the way you fit in with the gang, in the skills you learn, in the spirit you pick up.

A jump directly from "tenderfoot" to "first class" would be quite a jump! That's why Scouting provides you with an in-between stage. From Tenderfoot you advance to Second Class, and only then reach for the higher goal of First Class.

What You Have to Do. There are three things you have to do to advance as a Boy Scout: For each rank, there are three major requirements you have to meet—SCOUT TEAMWORK, SCOUTCRAFT, and SCOUT SPIRIT. Within these requirements there are tests to pass—some having to do with taking part in Scout activities, some with skills, some with the deeper meaning of Scouting. Let's have a closer look at them:

SCOUT TEAMWORK—It is by regular and wholehearted attendance at patrol and troop activities that you prove yourself a dependable member of the team, willing to work with it and for it. Some boys may become good team members in a short time, others may need several months. Which kind are you?

SCOUTCRAFT—The Second Class Scoutcraft skills are hiking skills. You'll acquire them easily on hikes with your patrol and your troop. You'll learn to prepare yourself for hiking, to find your way through fields and woods, to track and stalk an animal, to cook a meal in the open, to handle an emergency, to have fun in the out-of-doors.

SCOUT SPIRIT—As you live the life of a Scout in patrol and troop you'll soon pick up the spirit of Scouting. The Scout Law will become your code of conduct. The Scout motto will be your spur to learning. The Scout slogan will remind you of your daily Good Turn. You will learn to show your spirit by actions—in the way you live at home, in your school, your church, your community.

Review and Award. When your Scoutmaster is satisfied that you have passed all the Second Class tests, he arranges for you to meet with your troop board of review. This board consists of at least three members of your troop committee. They do not examine you all over again—their task is to check that you have met the requirements in Scout teamwork, Scoutcraft, and Scout spirit "fair and square." After the board of review has made sure that you are qualified, it approves you for advancement in rank.

At an early troop meeting, your Scoutmaster arranges for a court of honor ceremony.

The Tenderfoot badge disappears from your shirt pocket. The Second Class badge takes its place.

Hurray! And congratulations!

SECOND CLASS
TRAIL

SECOND CLASS TESTS

To become a SECOND CLASS SCOUT you must do the following:

SCOUT TEAMWORK

While a Tenderfoot Scout for at least thirty days, show to the satisfaction of your Scout leaders that you—

1. Work actively in patrol and troop meetings and outdoor activities.
2. Take part regularly and willingly in service projects.

SCOUTCRAFT

1. PREPARE FOR SCOUT HIKING

a. Clothing and Equipment—Present yourself for inspection suitably clothed for the locality, season, and weather and equipped for a five-mile hike.

b. Hiking Methods—Show correct way of walking and proper care of feet. Tell the safety precautions to take on the highway and cross-country for day and night hiking. Demonstrate at least six silent Scout signals for formations and field work. Identify local plants that may cause skin poisoning. Demonstrate how to purify water for drinking. Explain how to make a one-man latrine. Tell what to do if lost.

2. FIND YOUR WAY

a. Map Reading—Read at least ten different map symbols, including contour lines. In the field, orient a map (preferably a topographic map) and follow a route far enough to prove that you know how to use the map.

b. Compass—Explain how a compass works and give its eight principal points. In the field, set a compass and read a degree bearing on it.

c. Measuring—Determine the length of your step. Walk a course for which you must follow three compass degree bearings and measure three distances with your step.

3. BE OBSERVANT

a. Nature—Explore a community of nature and find in it at least six kinds of wild mammals, birds, reptiles, or fish, or evidence of them. Tell what they are and explain how plant life and wildlife live together.

b. Observation—Do ONE of the following:
Trailing. Follow a trail made with trail signs for half a mile.
OR
Tracking. Follow the track of a person or an animal in soft ground or snow for a quarter of a mile, reading the main meaning of the track.
OR
Stalking. Follow another Scout, who knows that you are stalking him, for a distance of half a mile, without being seen by him.

4. COOK A MEAL IN THE OPEN

a. Preparing Firewood—Sharpen a knife and an axe and use these sharpened tools to prepare kindling and fuel.

b. Fire Building—Locate and prepare a suitable fire site. Lay and light a fire using not more than two matches. Keep the fire going for cooking a meal.

c. Hike Cooking—Cook a simple meal from raw meat (or fish or poultry) and at least one raw vegetable.

d. Cleanup—Dispose of garbage in proper manner. Clean utensils. Put out fire. Clean up the site thoroughly.

5. BE PREPARED FOR ACCIDENTS

First Aid—Explain what first aid is and tell how to act in case of an accident. Show how to handle "hurry cases" of arterial bleeding and stopped breathing and tell what to do for poisoning by mouth. Demonstrate first aid for shock and fainting, and, on yourself, for cuts and scratches, burns and scalds, blister on heel, bites or stings of insects and chiggers and ticks, skin poisoning from poison plants, sprained ankle, object in eye.

6. TAKE A HIKE

The Second Class Test Hike*—After you have done the above, prove yourself a *Scout hiker* by taking a hike, properly clothed and equipped, with your patrol (or with at least one companion approved by your Scoutmaster). On this hike, cover a route of a total distance of not less than five miles indicated on a map or map sketch, show correct hike style and highway safety, cook a meal, clean up, and return in good condition.

SCOUT SPIRIT

While a Tenderfoot Scout, satisfy your Scout leaders that you do your best, in your everyday life, to—

1. Live up to the Scout Oath or Promise, the Scout Law, the Scout motto, and the Scout slogan.
2. Do your share in helping in your home, your school, your church or synagogue, and your community.
3. Take care of things that belong to you and maintain a personal savings plan.
4. Respect the property of others and help conserve your country's natural resources.

*NOTE on the Second Class Test Hike
If a physician certifies that the Scout's physical condition for an indeterminable time does not permit the Second Class test hike, the advancement committee of the local council may authorize the following substitution for the hike: the requirements for any one "outdoor" merit badge (selected from the nature or conservation groups) that the Scout is capable of meeting.
In EACH individual case, application for a substitution must be made in advance by the Scoutmaster to the advancement committee on a special standard form provided for this purpose, Application for Subsitution for Basic Scout Requirements (No. 4434), and the specific substitution must be approved in writing by the committee, after thorough review.

Second Class Scouts may earn merit badges. See instructions on pages 357-61. The requirements are found in the pamphlet *Boy Scout Requirements.*

SCOUT TEAMWORK

America is a democracy in which every boy and girl and man and woman plays an important part. It is by teamwork that America has grown strong. It is by teamwork that it will remain strong.

"Teamwork"—two little words tied together . . .

Did you ever think of how words started and what their original meanings were? "Team" and "work" are two words well worth studying. Both of them go back to old Anglo-Saxon days. "Work" is simple—it has always meant "work," although it was originally spelled "weorc." But "team" we are not so sure of—it may have come from "team" which means "family," or from "teōn" which means "to pull." By taking both of these old meanings, you have the perfect definition for "team"—"a family pulling together."

Work actively in patrol and troop meetings and outdoor activities.

A Family Pulling Together. That's exactly what a patrol is: a family with all the members pulling together—a small democracy in which you have rights and duties.

Here you practice being a good citizen by working with the others for everyone's good. Here you learn to respect the opinions of others. Here you show your loyalty and helpfulness and sense of fair play.

Every week, probably, you will meet with your patrol—alone or with the other patrols for troop activities: meetings, hikes, camps, service projects.

Help make your patrol good. A good patrol is one in which there is full attendance, in which everyone takes an eager part in everything that is planned. When the gang sets a date and a time for a hike or a camp or for getting a job done, be there, on the dot, rain or shine. A "sunshine Scout" isn't of much value to a patrol or to himself. It's the "all-weather Scout" who makes a patrol hum and, at the same time, helps himself grow into an all-round boy.

Most patrol activities are planned by the whole gang. Your patrol leader is full of ideas—that's one of the reasons why he was chosen. He will suggest things to do, you will all be in on deciding and will all pitch in on whatever is decided.

But remember that your patrol leader is not the only fellow with ideas—each of you has a chance to suggest things that will keep the patrol rolling.

If you have an idea, give it. Your first idea may not be accepted by the gang, but some day you'll come up with one that the gang will go for.

]

Set out to advance in rank at a steady rate. Become Second Class as soon as possible, work toward First Class, earn merit badges. It is only when every member of the gang keeps moving ahead that you'll have the kind of patrol you'll all be proud of.

Accept whatever patrol duties may come your way and carry them out to the best of your ability. If you have some special skill, the fellows may elect you for a patrol job: scribe, treasurer, hikemaster, grubmaster. If you show real leadership ability they may even select you, some day, to be patrol leader.

Be on the lookout always to keep your patrol strong by bringing new boys into it. You may have a friend who should be a Scout. Invite him to visit the gang. If he joins, help your patrol leader get him ready for his Tenderfoot tests.

Many ambitious patrols make their own camp equipment and earn the money for buying things they can't make. You will get an extra thrill out of sleeping in a tent you helped make or swinging an axe you helped buy.

Give your patrol the best that is in you. Be proud of your patrol—and your patrol will be proud of you.

Teamwork in the Troop. What goes for the patrol goes for the troop as well.

"A chain is as strong as its weakest link." A troop is as strong as its weakest patrol.

Give your Scoutmaster and the other troop leaders your 100 per cent cooperation. They plan and work to help you grow into strong manhood. Make use of all the opportunities they give you by taking part faithfully and enthusiastically in all troop activities.

Swing into action with the gang in every activity planned by the troop.

Come to troop meetings promptly and swing into games and contests and projects with all the energy and enthusiasm you have. Show up for a troop hike on time no matter what kind of weather. Aim to become one of the troop's best campers.

Take part regularly and willingly in service projects.

Do Your Share—and Then Some! Your troop leaders may call on volunteers from time to time to get a special service job done. Step forward without hesitation—you'll have company. Your patrol leaders' council may plan a service project that will require the efforts of the whole troop—a project in conservation, for instance, to improve a stream bank or your favorite camp site. Get in there with the gang and get the job done. A National Good Turn may be coming up—such as a get-out-the-vote campaign some year when a President of the United States is to be elected. By joining in with the rest of the fellows you'll get the work done in a hurry, and you'll feel good about helping your country and yourself at the same time.

The big thing to remember all the way through is that what happens in the patrol and in the troop—whether meetings or hikes or camps or service projects—happens because of YOU and other fellows like you.

Scouting is for YOU—you will get as much out of it as you put into it.

Do your share to turn your patrol into the best outfit in the troop.

SCOUTCRAFT

Why hike? Because you are an American boy! Because roaming is in your blood and hiking gives you an outlet for your roving spirit!

The Revolutionary War that gained America her independence was a hiking war, and the whole vast country that is ours today was won by hikers. The early settlers for a while stayed close to the eastern shore of America. But the more adventuresome among them struck out for the unknown. Men and women, boys and girls, left the safety of the East and hiked westward through forests and over mountains, across prairies and plains and deserts and still more mountains—until the American dream spanned the continent from the wide Atlantic to the blue Pacific.

And as they traveled, they conquered every obstacle in their way with the same woodsmen's tools that Scouts use today, with the same pioneering skills that Scouts practice today, with the same steadfast spirit that Scouts show today.

There's adventure in hiking—following the trails of those who built America, penetrating what is left of its wilderness, and getting to know your country—its valleys and hills, its forests and plains, its rivers and lakes.

But there is more than adventure in hiking—there is health in it too. Hiking is one of the best exercises known—one of the best ways of developing personal fitness. As you hike, you strengthen your lungs and heart, straighten your back, harden your muscles. Your blood runs tingling through your veins.

And there is fun in hiking. Not the laughing kind of fun, but an inner joy and the primitive happiness that comes from feeling free as a bird, fit and self-reliant, released from the humdrum of your everyday life. No roar of traffic, no jabber from TV sets, no blare from radios, but all around you the small sounds of nature—the singing of birds, the humming of insects, the whispering of the wind in the grass, the rustling of leaves.

Your eyes open wide to your surroundings and to everything that happens—to the scarlet flash of a cardinal, the bounding jump of a deer, the flight of a rabbit across the field.

The whole year is for hiking. Every season should find your patrol and troop on the open road. Then someday you will be a real hiker. But not until you have hiked through the soft breezes of spring, the heat of summer, the showers of autumn, and have felt the bitter wind of winter on your cheeks. Not until you have seen the glory of a spring sunrise, the glow of the harvest moon.

That kind of hiking is not for softies. It is only for fellows who have the guts to face whatever hardships come their way. You won't always have easy going and fair weather. There'll be fights with brambles and thorns, tough climbing over rocky trails, unexpected holes in the swampland, sudden downpours. With the right spirit you will learn to take the hardships with good humor, as part of the joy of hiking. And in overcoming them you will help build yourself into the kind of man you want to be.

YOUR HIKING OUTFIT

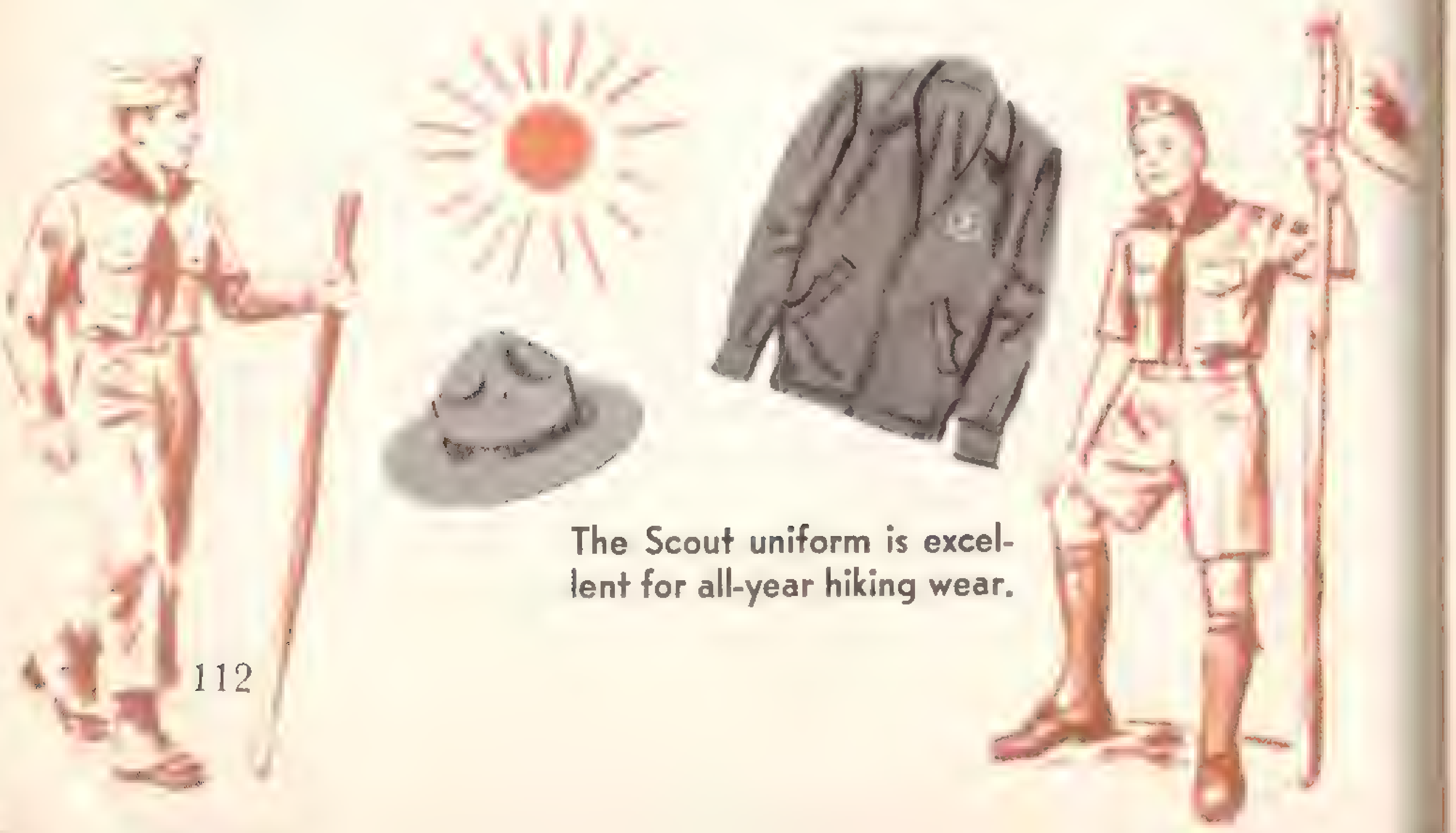
In days gone by, it was the natives of the world who were the great hikers. The early American Indians, dressed in loincloth, roamed the continent on soft moccasins. The African Zulus and the Australian Bushmen hunted their food and their enemies naked and barefooted. But since you are neither an Indian nor a Bushman you want to be somewhat better outfitted for your hiking. For a successful experience you need suitable footgear and clothing and adequate equipment and provisions.

Present yourself for inspection suitably clothed for the locality, season and weather, and equipped for a five-mile hike.

Footgear for Hiking. Feet that are strong and well cared for are your most important gear for hiking. Keep your feet in shape through daily walking, running, and jumping. Wash them often. Trim your toenails almost straight across rather than rounded to the shape of your toes. This will prevent the corners from cutting into the skin.

Your hiking shoes should be old friends—fitting correctly, well broken in, and with soft uppers and strong soles. They should have ample room to the front for your toes to spread and to move, but should hug the arch and heel snugly for support and to prevent friction. Official Boy Scout shoes meet these requirements. For most hiking, regular low shoes are good. But in rough country ankle-high shoes or hike boots are better. Clean your shoes after a hike and keep the leather pliable with a good polish.

Official Scout socks or stockings—made of cotton and stretch nylon or of wool and stretch nylon—are especially good for hiking. Some hikers like to wear a pair of thin nylon or rayon socks inside their stockings.



The Scout uniform is excellent for all-year hiking wear.

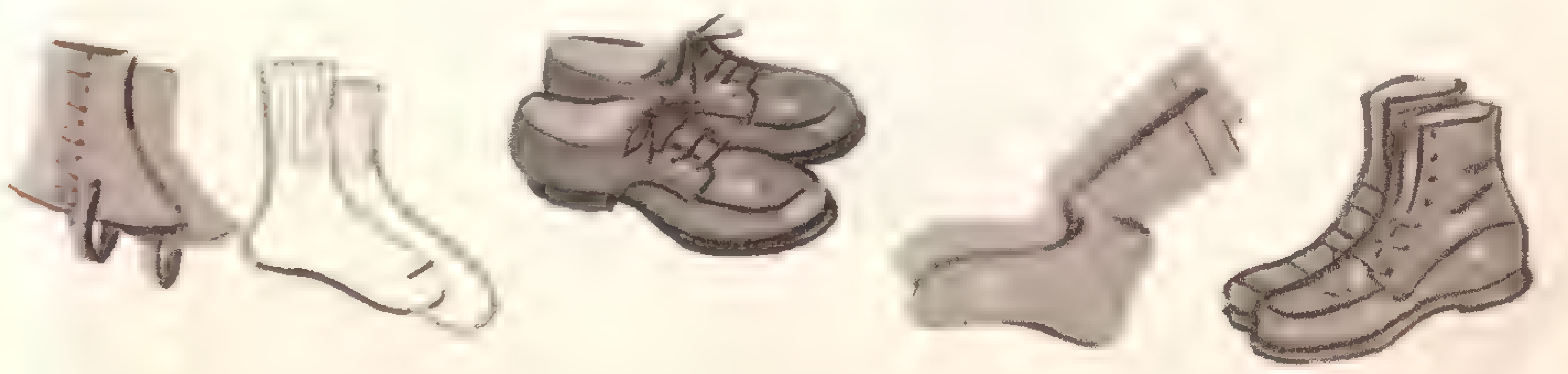
Clothed for the Season. Whatever the season, your Scout uniform is your best clothing for hiking.

There are fellows who seem to think that "any old clothes are good enough for hiking." You know better. Old clothes have a way of binding in the wrong places because they have been used more for sitting than for walking. They may break at the knees when you try to climb in them and they have a way of ripping when caught by a bramble. Not so your Scout uniform. It is sturdy and comfortable because it was designed specifically for tough outdoor use.

But there is something else: On a Scout hike you will want to look like a Scout. You will want your whole patrol to look like what it is: an important part of the largest outdoor gang in the world. So it is not only for hike comfort that you wear the Scout uniform, but also to show your pride in being a Scout.

For hot-weather hiking on open roads and across fields, short-sleeved shirt and shorts are perfect. The cut is comfortable and the air around your arms and legs feels cool on your skin. Wear long stockings to protect your legs. Remember that a hot day may be followed by a cool evening. If you expect to be hiking after dark, you may need a jacket or a sweater to be comfortable.

For cool weather and for cross-country hiking through brush and brambles, wear long-sleeved shirt and trousers. Have your trouser legs hemmed straight at the bottom, without cuffs—cuffs are a nuisance on a hike: they collect dirt and twigs and weed seeds. To prevent the bottom of the trouser legs from getting muddy on a rainy day, or wet when you walk through dewy grass, you may want to slip a pair of leggings over them.



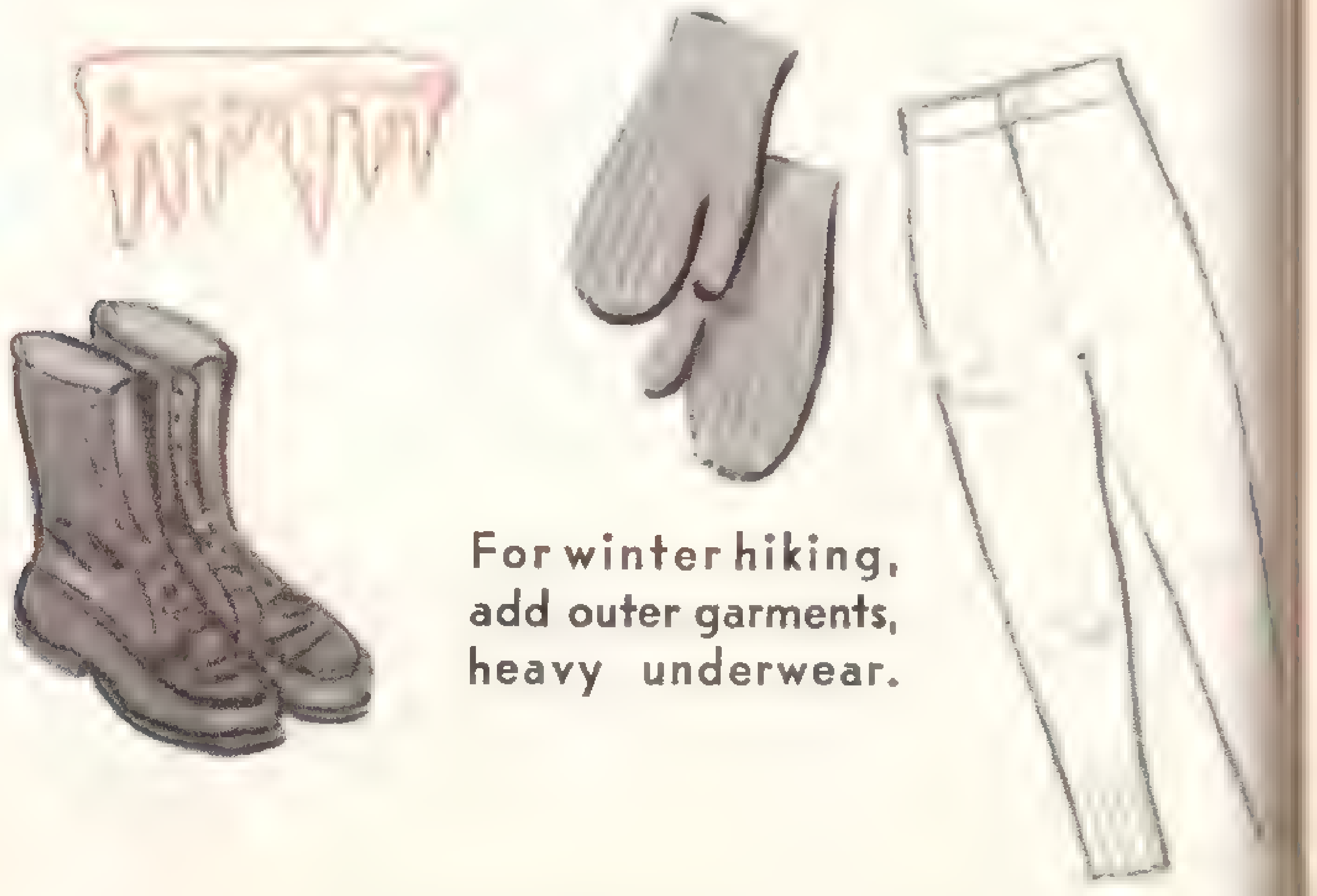
If you expect rain, take a poncho or a raincoat along and possibly rubbers.

For medium cold weather you may want to add a Scout jacket or a sweater to your uniform. Because of its loose weave, a sweater will give you more warmth if you wear it *under* your Scout shirt instead of on top of it.

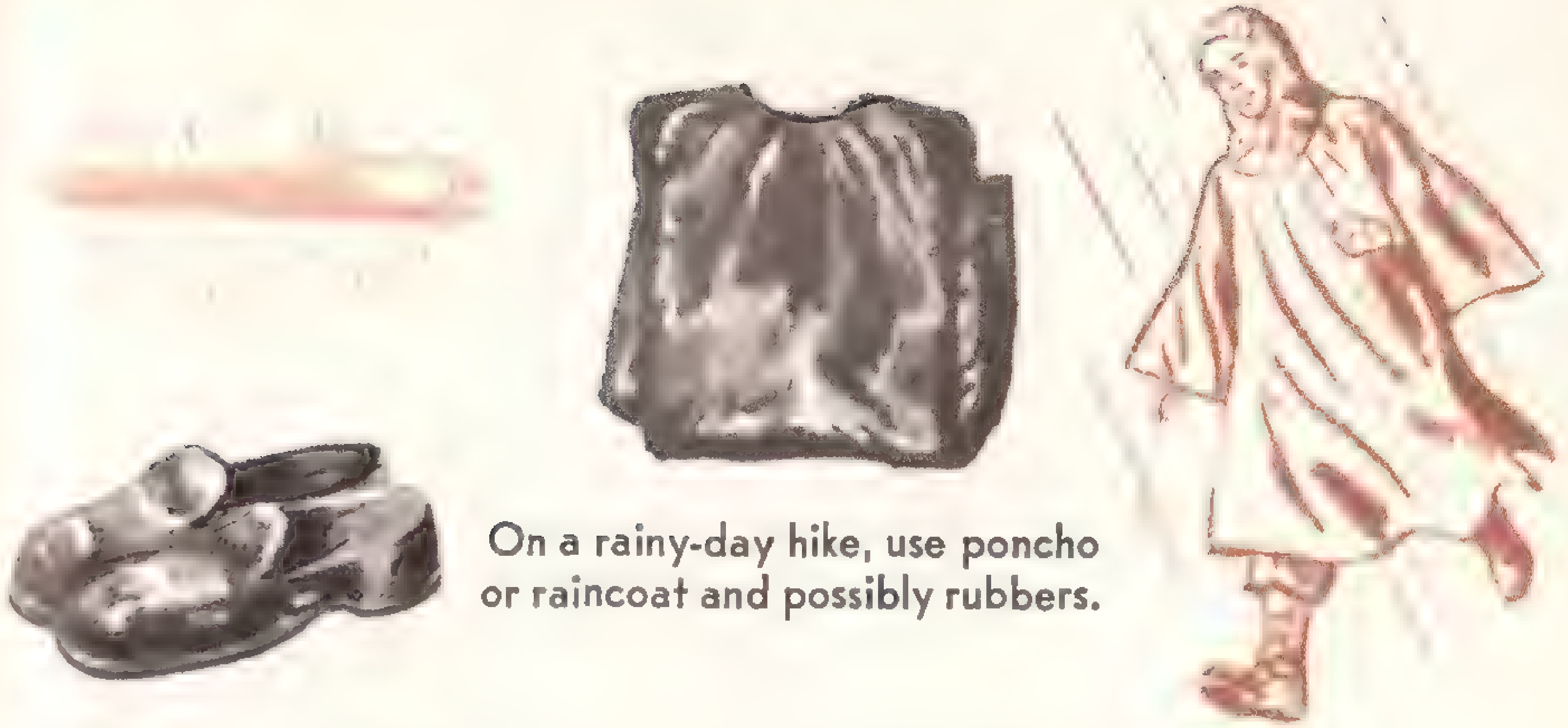
For really cold weather, put on a heavy sweater or wool shirt over your uniform and over that a water-repellent, windproof outer garment. You may also need to wear extra-heavy underwear under your uniform. Remember that several light layers of clothing are better than a couple of heavy ones—the air space between the layers is excellent insulation against the cold. But also, several layers permit you to shed one or more of them to keep you from getting overheated while hiking. Then when you stop for a rest, you put back on what you took off, to prevent getting chilled. On your hands wear knitted mittens inside water-repellent overmittens, and on your feet, hike boots or ski boots.

What about headgear? The Scout cap makes you look snappy. But if you want better protection for your head against sun and rain, the broad-brimmed Scout hat is your answer. In cold weather, the flaps of the Scout winter cap protect your ears.

Hike Equipment. For every hike there are specific things you want to have in your pockets to be prepared: matches in a waterproof container, piece of string, safety pin, notebook, pencil, a couple of adhesive bandages, knife, handkerchief, toilet paper. If you are not certain of safe water along the way you may decide to bring a canteenful from home, or water-purification tablets to make the water safe where you stop.



For winter hiking, add outer garments, heavy underwear.



On a rainy-day hike, use poncho or raincoat and possibly rubbers.

For special kinds of hikes you need special equipment. If you intend to build a fire, you may want a hand axe to prepare firewood—although on most hikes you can get along without one. For cooking you may need cooking utensils—a small cook kit for individual or buddy cooking, a larger kit for preparing a patrol meal—and eating gear: fork, knife, and spoon. You will require map and compass for an exploration hike and field glasses for a bird hike. For a pioneer hike you will have to bring ropes, and for a photographic hike, cameras and films. Whatever the special program of your patrol hike, someone should carry a first aid kit so that you will be prepared in case of injuries.

Some of this equipment you may already have. If you need to buy it, look for official Boy Scout equipment. It is tested and approved for a successful outdoor experience. It is available at the local store that sells Boy Scout uniforms.

Hike Food. Napoleon said, "An army marches on its stomach." That goes double for a gang of healthy boys. So, in addition to equipment, you'll want to bring grub. This can be a ready-prepared luncheon snack to munch when you stop for your noonday rest, or foodstuff for cooking.

On a patrol hike, the smart thing is to put all your equipment and food into a single pack and take turns carrying it. On a buddy hike or a hike by yourself you can get along with a small hike bag swung over one shoulder. Only a green Tenderfoot carries his gear and his food in his hands.

ON THE HIKE

To get the most enjoyment and profit from a hike, you need to do a bit of planning ahead. What will be your destination? What route will you follow to get there? What will you do on the way and when you reach your goal?

Your destination may be a hilltop, a lake, a beach, a historic spot, your favorite camp site. You may want to train in Scoutcraft, or learn about nature, or go in for exploration, or simply hike for the sake of hiking—to roam the forests and the fields, to toughen your body.

With a general idea of what you want to do and with your hiking outfit in shape, you take to the road with the gang. Your patrol flag waves in the breeze. Everybody's in high spirits.

You'll soon find out what kind of hikers you are!

Show correct way of walking and proper care of feet.

How to Walk. Imitate the Indian when you walk—he knew how to hike. For his kind of walking, come down lightly on your heel, with your toes pointed straight ahead or even a little pigeon-toed, and push off with your toes. Lean forward from the hips, and keep your chin up. Twist the hips slightly with each step, and swing your arms easily. In this way you glide along with a smooth natural movement of the whole body.

When you carry a pack, keep the weight high on your back and lean forward with only a slight stoop.

Your Hiking Speed. On a patrol hike you are out to enjoy the trail and the fresh air and to learn Scouting—not to break records. Fit your pace to the purpose of your hike and the distance you intend to go. If you are out looking for animals or birds you won't be traveling far. But if you are out exploring you may want to cover ground. For that kind of hiking, three miles an hour is a good average speed and easy enough to keep up if you have learned to walk correctly.

For a long hike, a good test of your speed is the talking test. When you move so fast that your conversation stops you are just swallowing miles and not getting the patrol fun you should have. Slow down to a pace suitable for all, and swing along with a song, if you like, to shorten the trail.

Resting on the Way. Every half hour or so, stop for a rest. Make it short—three to five minutes, seldom more. If you rest longer, your leg muscles stiffen and you'll have trouble limbering them up again. For a real rest, lie down on the ground with your legs up against a stump or a rock to make the blood run from them. When the minutes are up, snap out of it and get back in your stride.

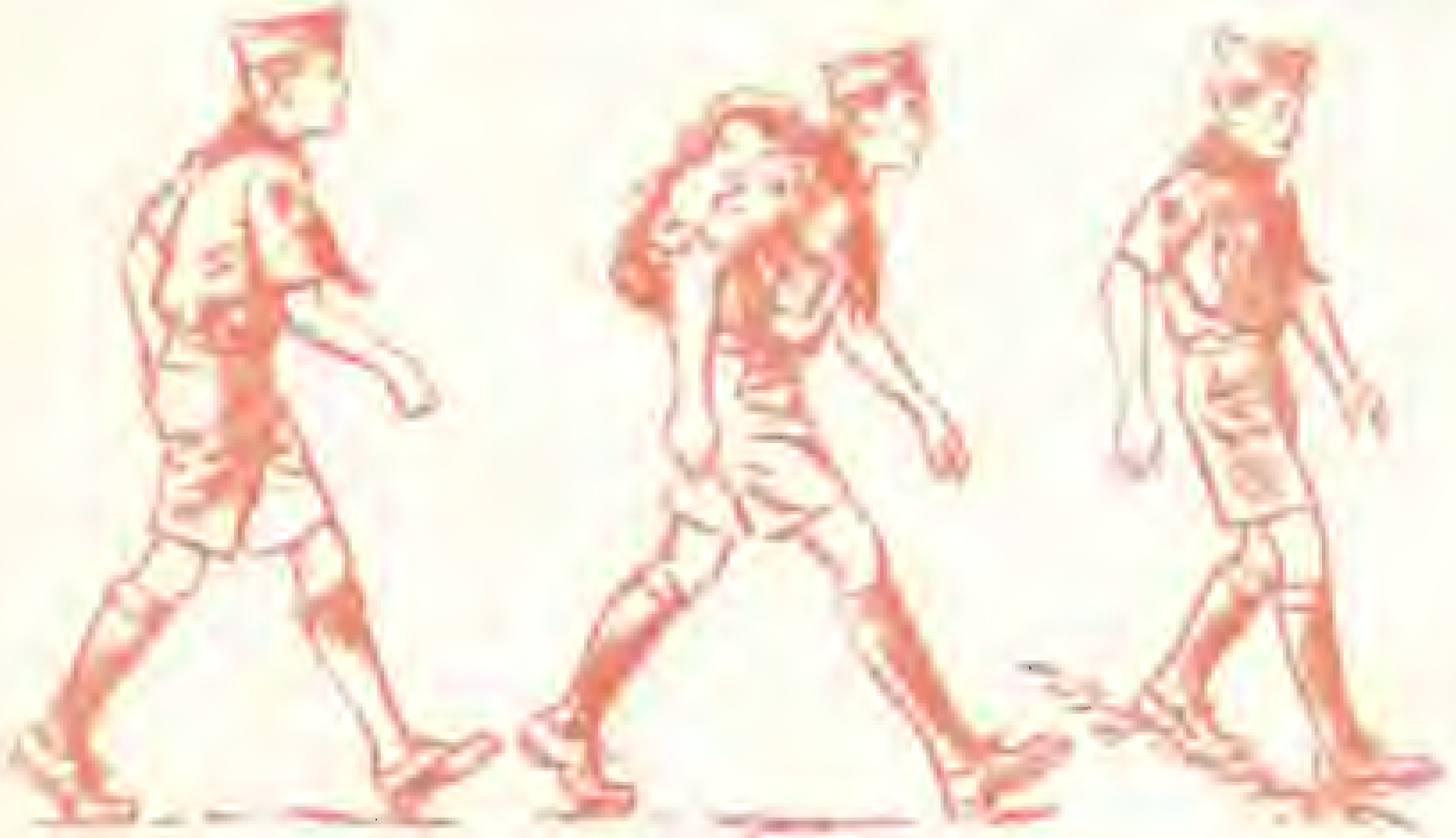
While hiking, be your age and stay away from candy and pop. They only make you thirsty. So does continual sipping from the water in your canteen. If you feel thirsty put a small clean pebble in your mouth. It should be large enough so you won't swallow it by accident. You will be surprised at what this does to keep you from feeling thirsty.

Rest by lying down with your feet up.

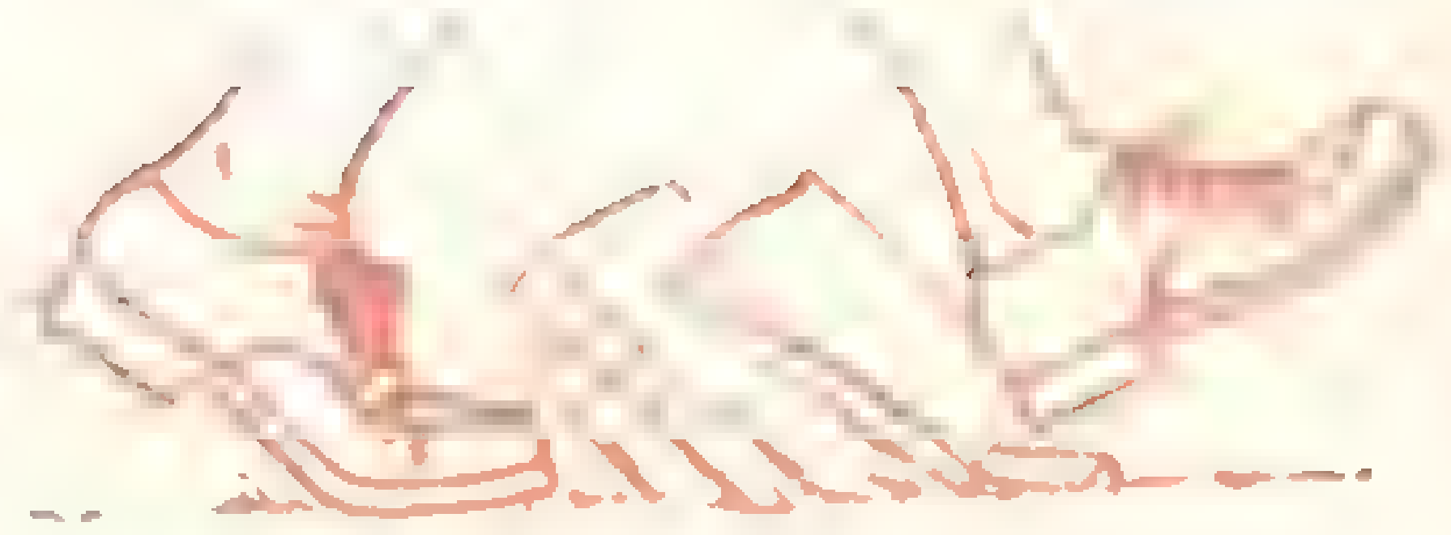
Tell the safety precautions to take on the highway and cross-country for day and night hiking.

Safety on Roads. Scout hiking is done along bypaths and cross-country—not on highways. But occasionally, you may have to follow a main road for a short distance before you reach a place where a trail leads off to adventure.

Roads nowadays are built for cars. When you use them for hiking you must look after yourself. So keep as far over to the left as possible, facing the oncoming traffic. In this way you can see an approaching car and get off the road to let it pass. For night hiking, tie a white handkerchief flat around your lower right leg. This white signal, bobbing up and down as you walk, can be seen easily in the headlight of a car. Even so, step off the road and let the car pass by.



Train in the proper way of walking to cover distances without tiring.



Do not step on logs or loose rocks. Step over them—for safety's sake.

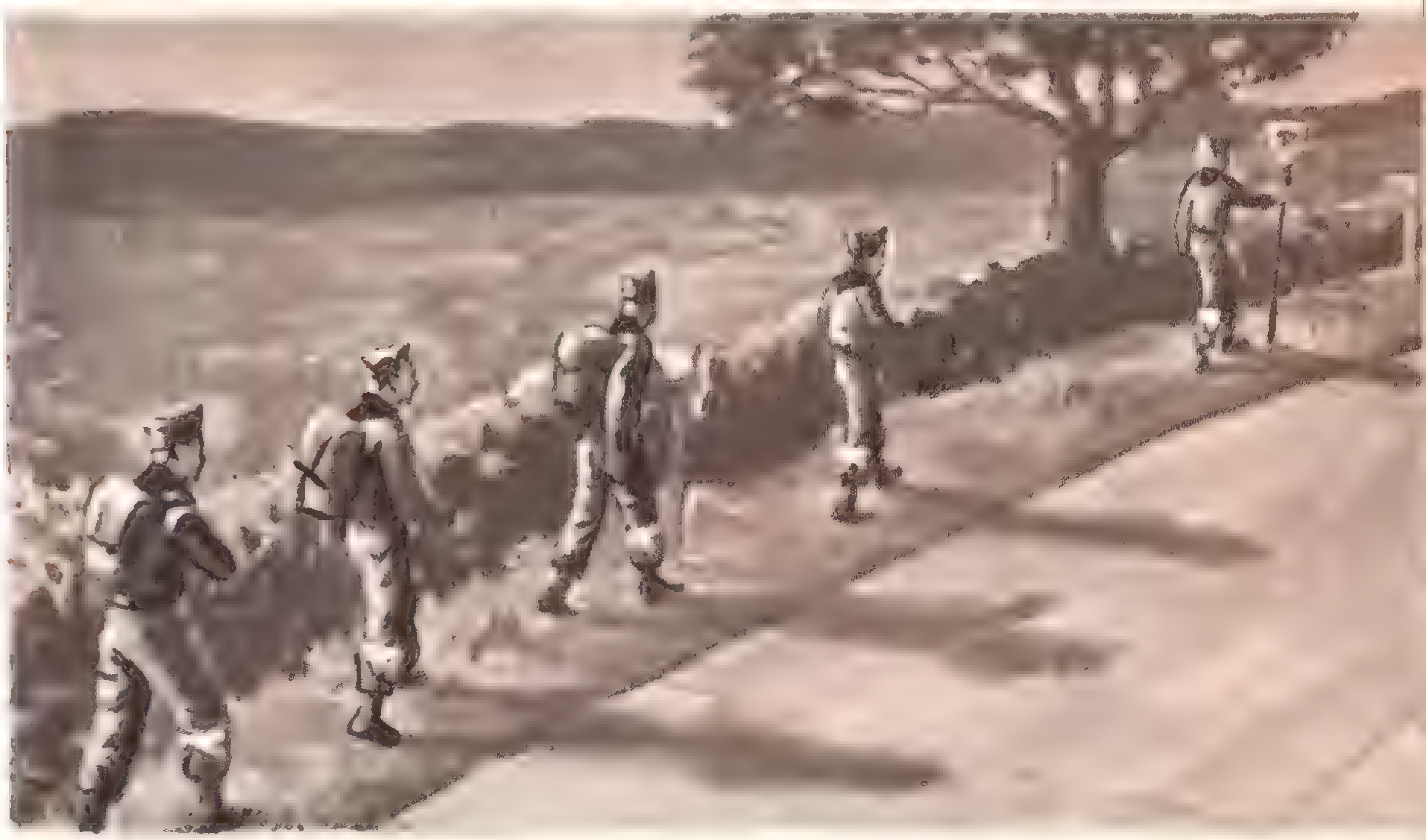
These rules hold true whether you are alone or with the gang. In the patrol you should move in single file formation far over to the left or, better, completely off the roadway. The patrol leader walks a few steps ahead of the first Scout, the assistant patrol leader a few steps behind the last.

Safety Cross-Country. Your actual hike starts when you get off the road and onto a bypath—which may not be a path at all but possibly the bank of a river, the shore of a lake, the beach along the ocean, the ridge of a hill, an overgrown trail through the underbrush, or even a compass direction that'll take you straight through the landscape.

When you travel cross-country like this, the big rule is "Watch your step!" It may be fun to jump from rock to rock and to hurdle fallen trees—and you will probably get away with it most of the time. But sometime a rock may be slippery and a log rotten. Then what? A sprained ankle is no fun on a hike.

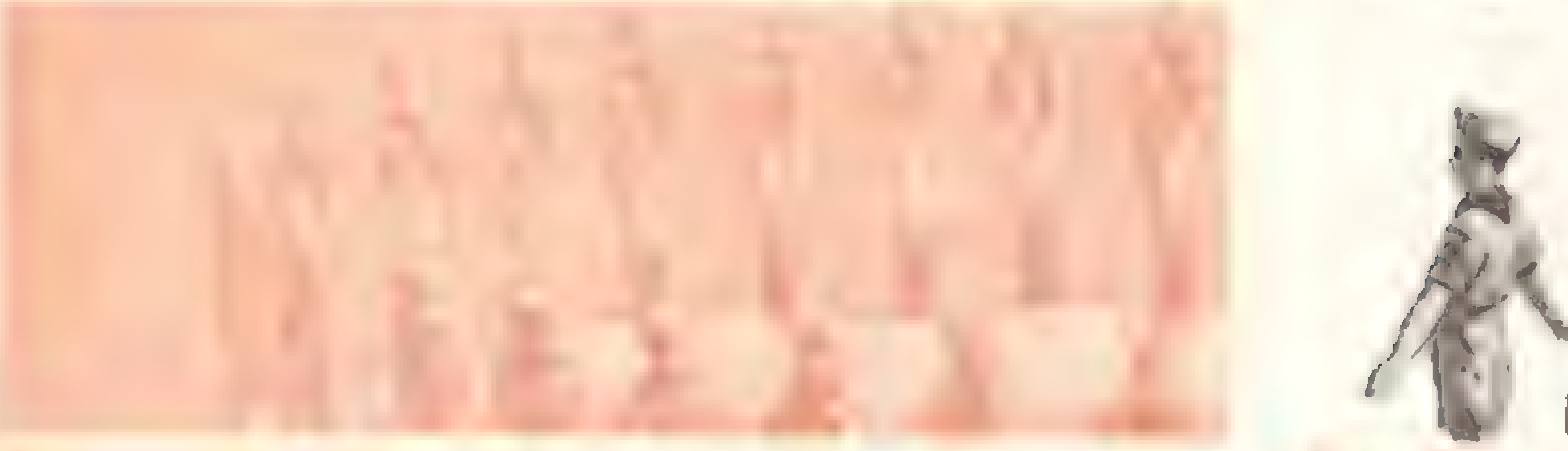
So, put your feet down on solid ground. Don't step on a log —step over it. Don't place your foot on a loose rock—it may throw you. And watch out when you use trees or shrubs for handholds in scaling a slope or swinging yourself down a mountain side—the tree must be sound and the shrub firmly rooted.

Handkerchief around leg makes it easy for motorist to see you at night.

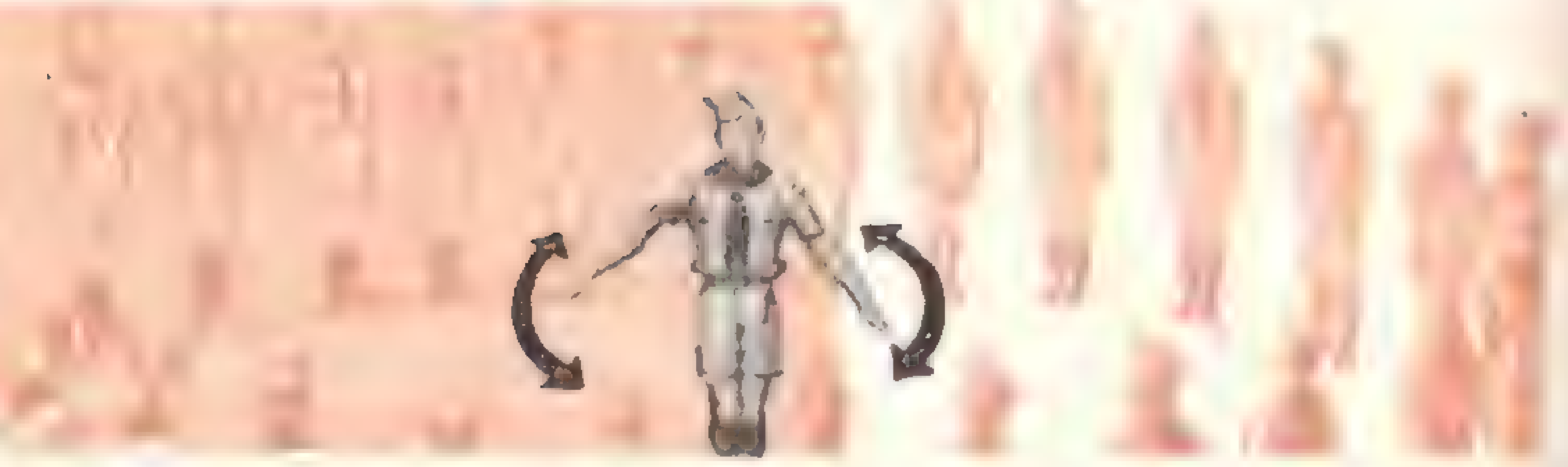


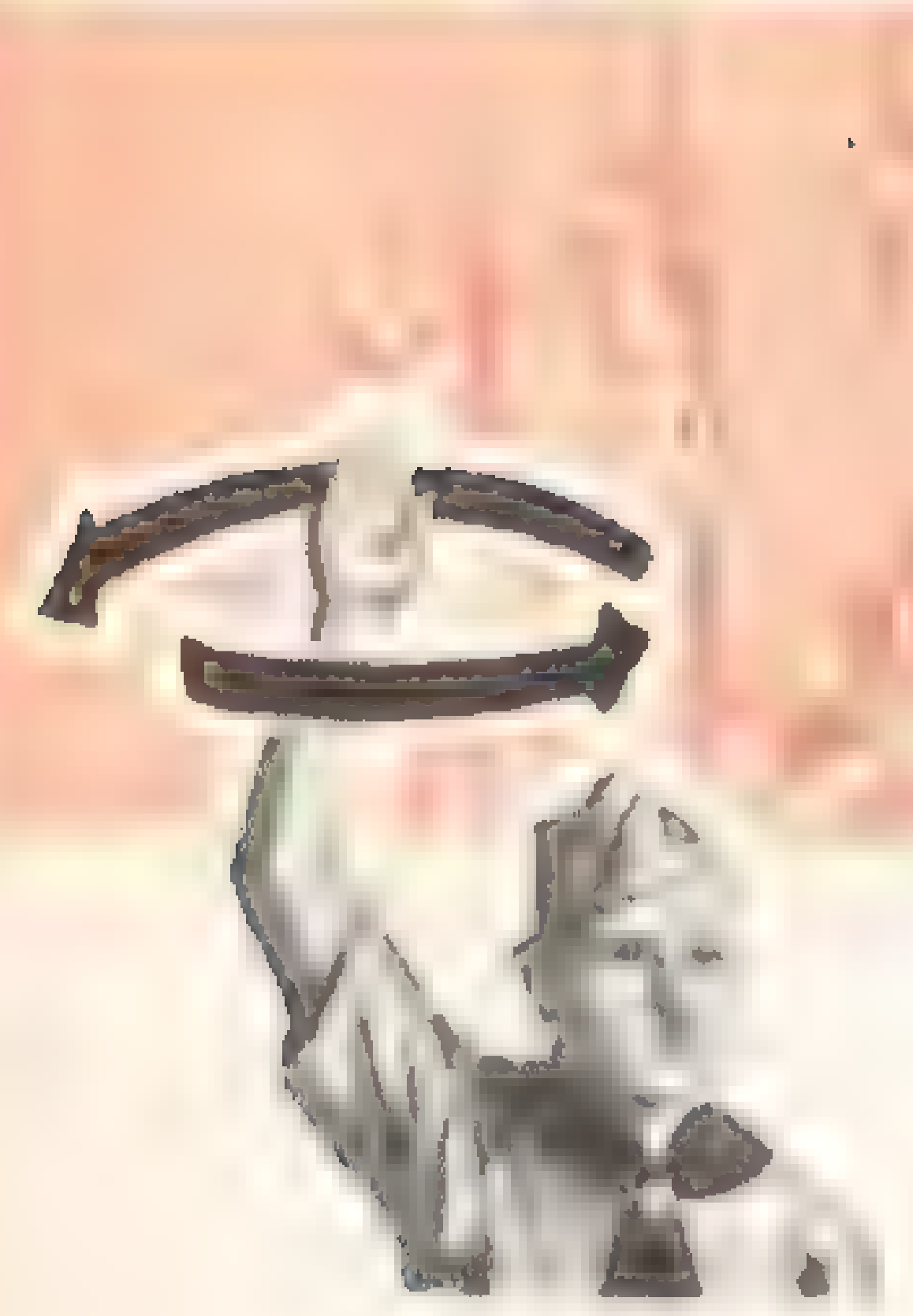
Arms straight ahead of you: PATROL FILE

Arms straight out to sides: SINGLE LINE



Arms raised part-way up: HALF CIRCLE





Both arms swung part-way up: CIRCLE

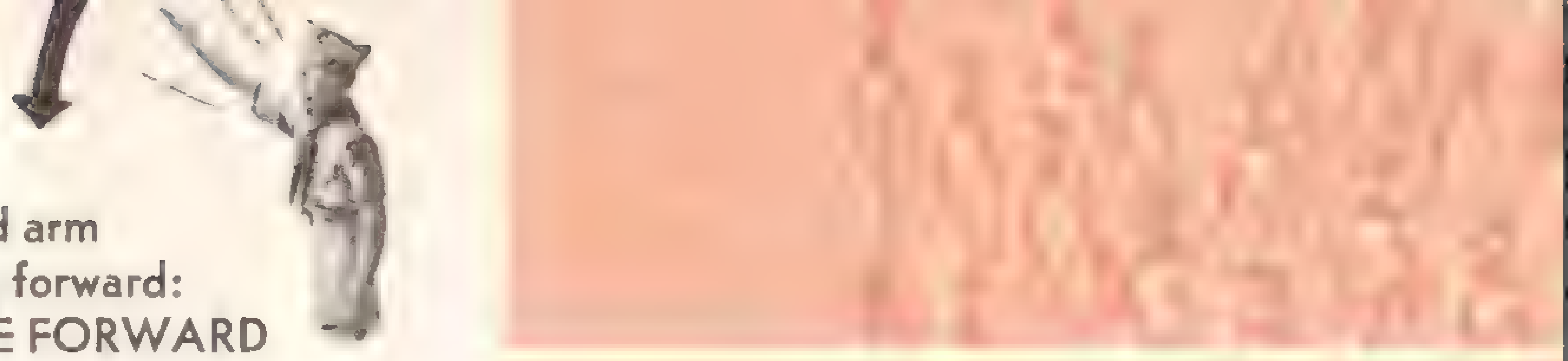
Arm swung overhead (left): ASSEMBLE or COME BACK

Demonstrate at least six silent Scout signals for formations and field work.

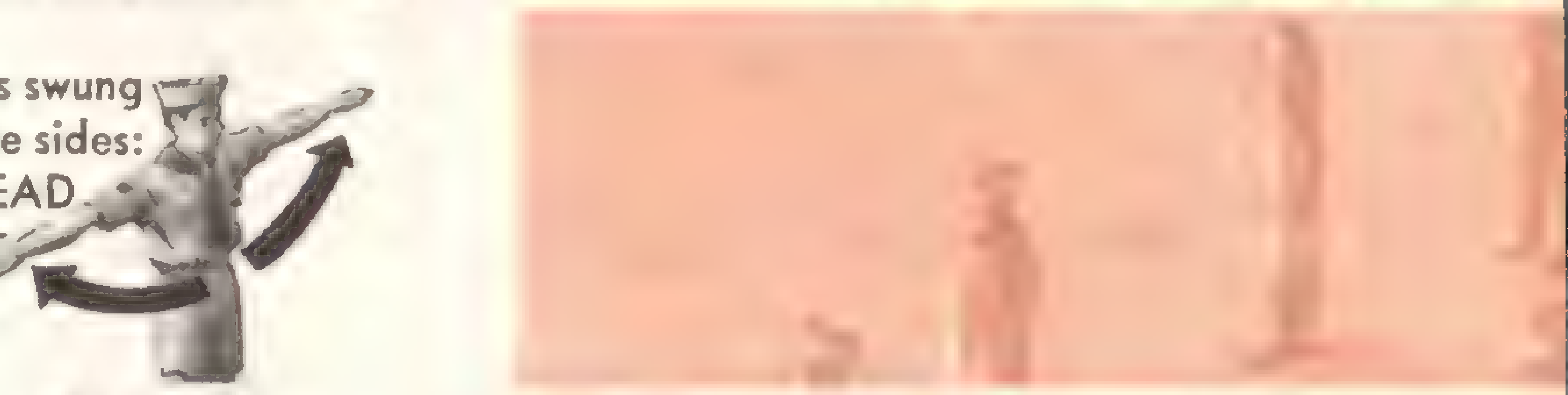
Silent Signals. Whenever your patrol needs to get into formation—whether on the road or cross-country—your patrol leader doesn't give out with a loud shout.

Shouting would get people to wonder what kind of noisy gang you are and would scare away any bird or animals you might hope to see.

In Scouting, the leader doesn't have to say a word. He makes a hand signal, and the fellows see it and obey it without a sound.

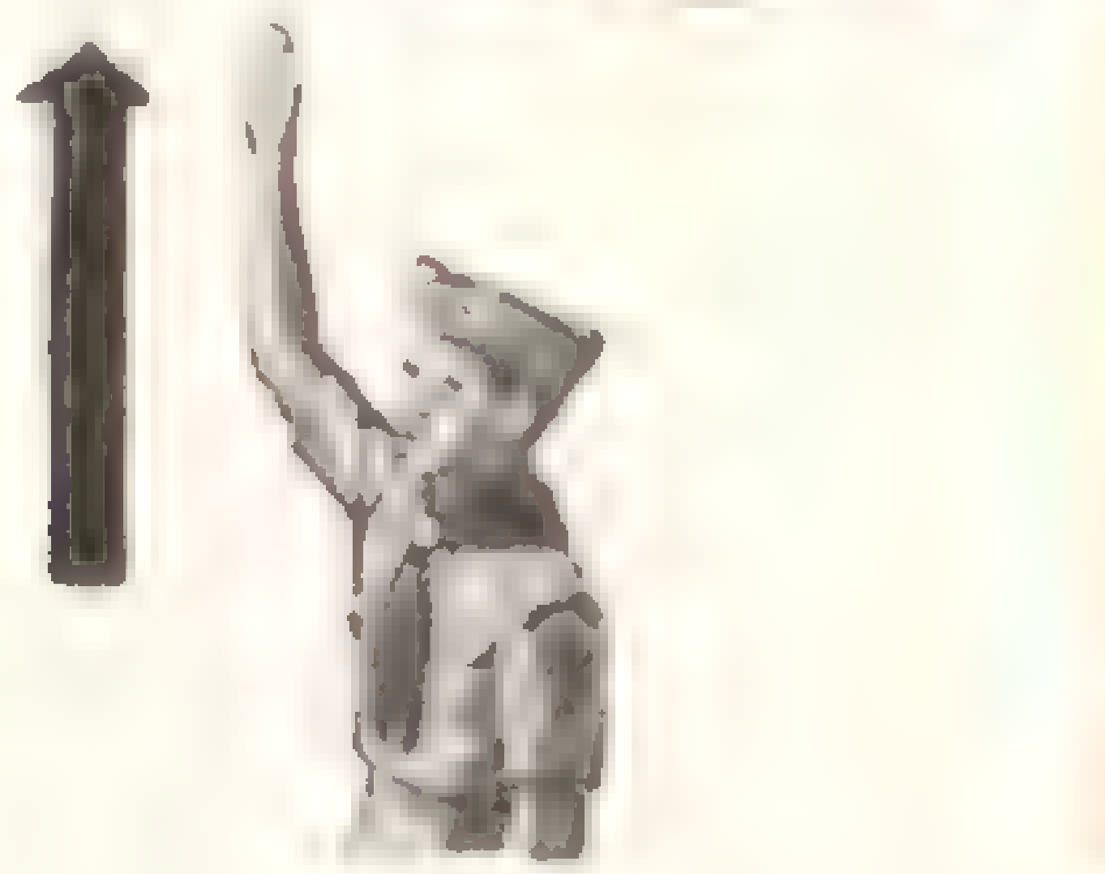


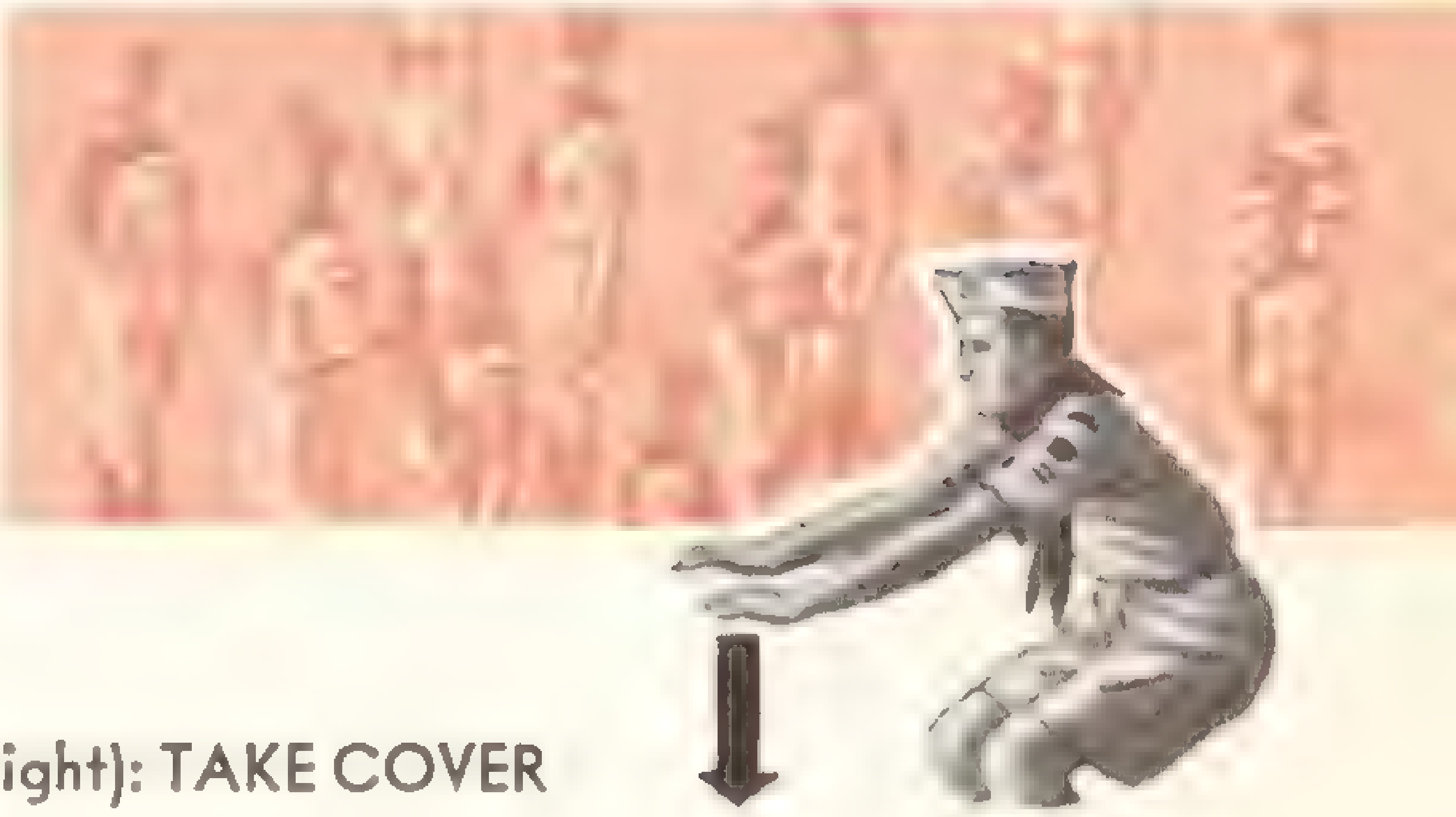
Raised arm swung forward: MOVE FORWARD



Arms swung to the sides: SPREAD OUT

Fist moved up and down: HURRY





Flat palm raised high: HALT

Flat palms moved downward (right): TAKE COVER

The signal used most often is the one for "Attention."

In this, the leader raises his right hand high above his head in the Scout sign. Everyone stops talking and whatever he is doing, raises his right hand in the same way, and waits for what is to follow.

This may be a signal for getting into formation—such as single file, single line, half circle, or full circle.

Or it may be a signal for some movement in the field—such as "Move forward" or "Take cover," "Spread out" or "Come back," "Hurry" or "Halt."

The illustrations show how these silent signals are made.

NO TRESPASSING

Let no one say—and say it to your shame—that all was beauty here until you came.

NO TRESPASSING

Courtesy as You Go. On a hike you have a good chance to show that "a Scout is courteous."

Obey all "Keep off," "Private," and "No trespassing" signs. Cross private property only with the owner's permission. Leave gates the way you found them, and remember that fences are put up to keep somebody out or something in—not for climbing.

Nothing in the world makes it right for anyone to cross a planted field or a meadow before it is mowed. To do this is to damage a farmer's crop. Woodlands are crops, too. You are interested in conserving them, not in marring or destroying them.

Domestic animals are someone's property. Cows give more milk when left in peace. Horses are in the field to rest. Scouts do not molest them.

Walking on railroad tracks and trestles is not only against the law, but extremely dangerous. Stay off!

Hitchhiking is out! It isn't hiking at all! And furthermore, it may be unlawful in your state.

If you stop some place to cook, be sure you have permission to light a fire. In many places, a written fire permit is required. After eating, check the grounds carefully. Leave them in such condition that no one can see that you were there.

Demonstrate how to purify water for drinking.

Safe Water for Drinking. When it comes to drinking on a hike: Drink safe water only.

The water you carry in a canteen from home is safe—but you can't be sure of the water from a spring or a stream you come upon in the open. Even crystal-clear brook water may contain dangerous germs—the brook may have passed through a pasture with grazing animals or by a house with a seeping cesspool.

In some states, the state board of health checks springs along the roadsides and marks the ones that are found pure with signs that say "Safe Drinking Water."

If you are not certain of your water, make it safe for drinking by killing the germs in it by one of these methods:

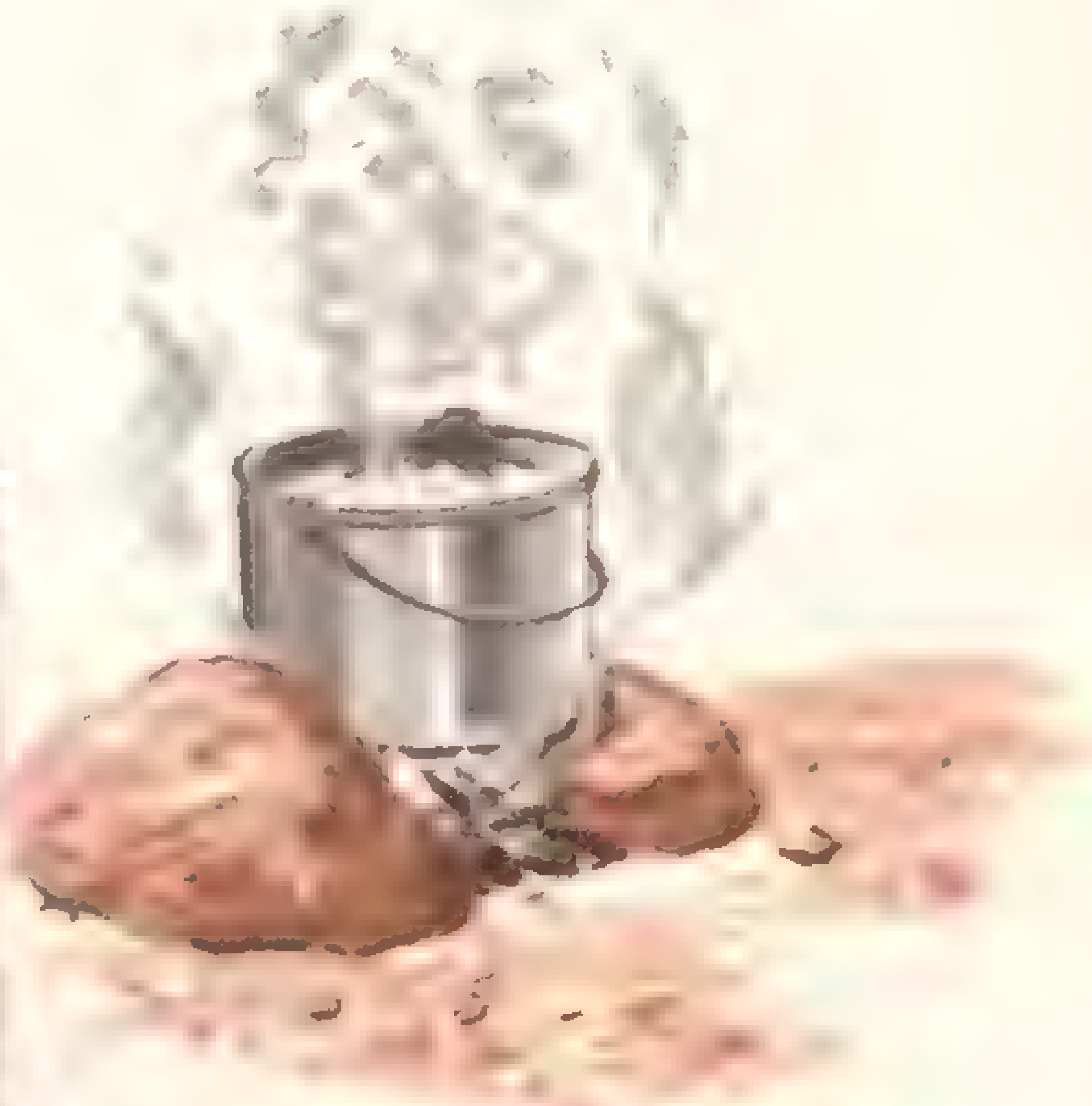
Dissolve two halazone tablets or one iodine water-purification tablet (Globaline) in one quart of water and let it stand for thirty minutes before using, stirring from time to time. *Or* add three drops of 2 per cent tincture of iodine to one quart of water, stir well, then let stand for thirty minutes. *Or* boil the water for five minutes, then pour it back and forth from one clean pot to another, putting air back into it. This cools it and improves the flat taste of boiled water.

Identify local plants that may cause skin poisoning.

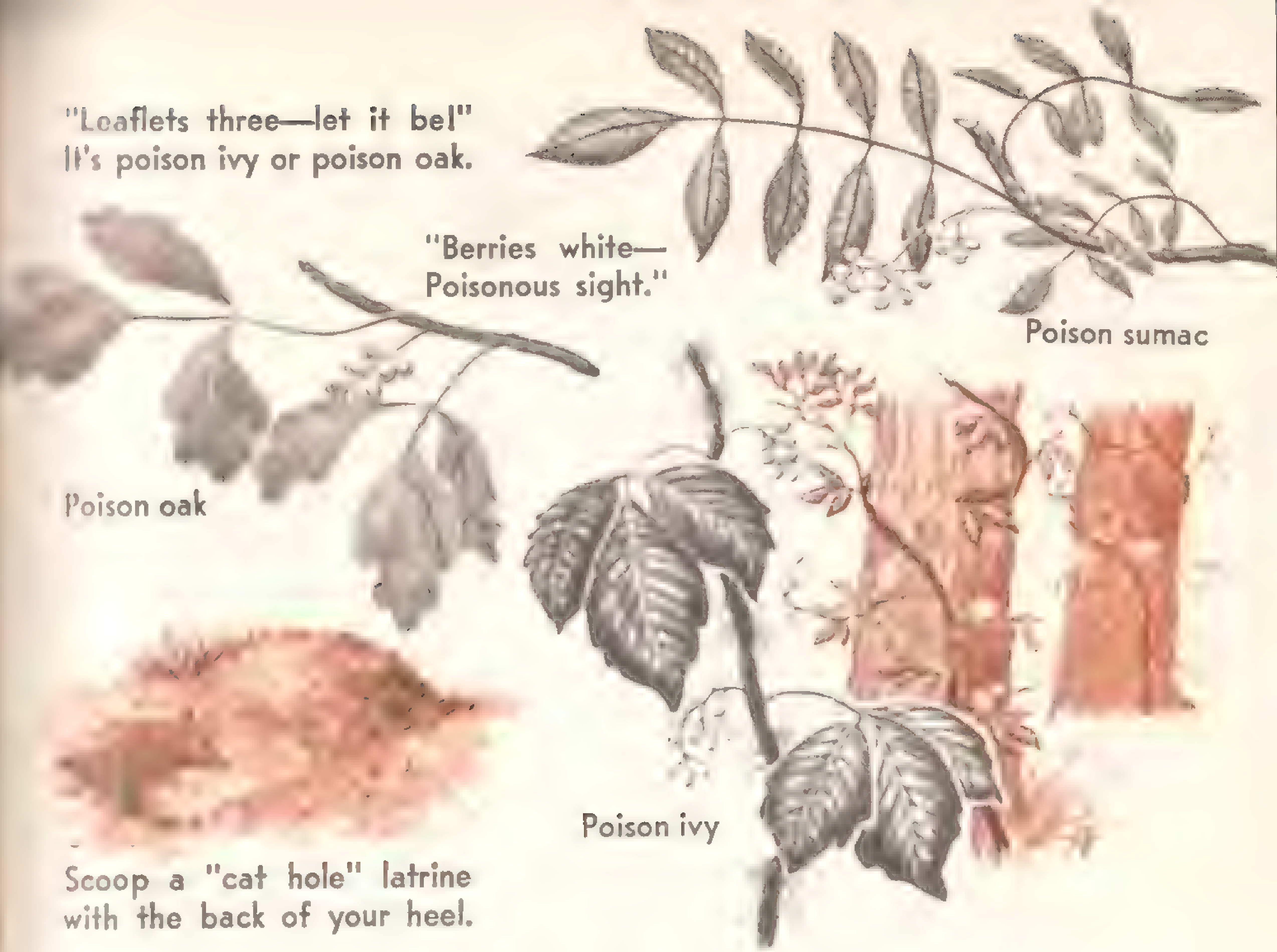
Poison Plants. Early in the game, get to know the most common poison plants so that you can avoid them—poison ivy (or poison oak), which may be found almost anywhere, and poison sumac, which you may come upon if you hike through wet swampland. It isn't funny to come home from a hike with a bad case of itching skin poisoning. Study the pictures thoroughly so that you will recognize the plants when you see them.

Explain how to make a one-man latrine.

Be Clean in Your Habits. Make a simple one-man latrine by scooping a "cat hole" in the ground with the back of a heel. After using the hole, push the dirt back in.



To make water safe for drinking, boil it. Then pour it back and forth to cool it.



"Leaflets three—let it be!" It's poison ivy or poison oak.

"Berries white—Poisonous sight."

Scoop a "cat hole" latrine with the back of your heel.

What to Do if Lost

The story goes that someone asked Daniel Boone, "Were you ever lost?"

Dan thought it over for a while, then replied, "No, I was never lost. But once I was a mite bewildered for five days." Dan was right. No person is really lost if he knows how to find his way.

It would be pretty silly for a Boy Scout to get lost. After all, a Scout is supposed to know how to find his way. But even with a lot of outdoor knowledge, some day you may find yourself "a mite bewildered." It is important for you to know how to act in such a situation.

Tell what to do if lost.

Lost by Yourself. If you are on a hike by yourself and get lost, the main thing is to *be calm*. Take it easy. Sit down. Then reason your way out.

In your mind, trace your course back to the point where you definitely knew where you were. "What did I do wrong? Where did I get off the trail?" Recall other hikes you have taken through the same territory, and try to remember the features of a map you may have seen of it. "How do the roads run, the railroad, the ridges? Am I north or south, east or west of camp? In what direction is there a 'catching' landmark, such as a river or a lake, that will lead me back to camp?" If there is a lookout point nearby, use it for checking your surroundings.

After having threshed everything out unhurriedly, decide on the most sensible direction to take. Then set out. If you have a compass, it will be easy for you to hold your course.

If you have no compass to help you, follow a beeline in the direction you have decided on: Line up two landmarks straight ahead of you—trees, rocks, or whatnot—and go to the first one. Here line up a third landmark straight ahead of the second one and proceed again. Continue in this way, always keeping two landmarks in a straight line in front of you. Unless you use a method such as this, you may find yourself running around in a circle.

Eventually you will find some familiar spot or reach a trail or a stream that will bring you back to camp.

Strayed from the Gang. But if you ever become separated from your friends on a wilderness expedition, the thing to do is for you to let *them* find *you,* rather than for *you* to attempt to find *them.*

As soon as your absence is noted, someone will start looking for

you, and the best way to help the searchers is for you to stay put and have faith that someone will find you and get you out. Prayer will help. Outside of that, simply make yourself as comfortable as possible and wait.

To assist the searchers, try to let them know where you are. The universal distress call is some kind of signal repeated three times, at frequent intervals. Three shouts, for instance. Or three blasts with a whistle. Or three columns of smoke. To make such a smoke signal, clear the ground for a safe distance, build three small fires, and make them smoke by throwing grass or leaves on them. The three fires should be at least six feet apart to make three separate smoke columns. This signal will soon be spotted—possibly from a fire tower or some other lookout—and the three smoke columns will proclaim that here is a hiker in distress rather than a camper at his ordinary fire. When the searchers have heard you or have spotted you, they will answer you by an O.K. signal of two shouts, or two whistle blasts, or two gunshots.

If you doubt that you will be found before nightfall, collect firewood to last through the night and put up some kind of shelter. Make a framework of branches, cover it with leafy boughs or sprays from an evergreen, then bed down in piles of dead leaves or dry grass. If you need to leave your base to look for food or water, mark the trail with broken branches so you can find your way back.

But whatever you do—*stay put.*

Even better: Learn your pathfinding skills so well that you will keep yourself from ever getting lost.

Line up two landmarks ahead of you for a straight course.

To orient your map by compass, place your Pathfinder compass on map next to the arrow in bottom margin that indicates magnetic north. Turn map until compass needle points in same direction as this arrow.

FIND YOUR WAY

Where are you going on your hike? Out? Well, you want to be a bit more definite than that. You want to know what route to take, your destination, and what to do when you get there.

If you have already done some hiking with your dad or with a buddy, you probably know most of the favorite outdoor spots nearby and can find your way to them and back again.

But for real Scouting fun and excitement with the gang, you'll want to travel farther afield. You want to feel yourself akin to the scouts of old—the Indian, the pioneer, the guide, the tracker, the explorer, the men who traveled across America in the days when our country was an unknown wilderness.

In those early days, finding the way was a task for an expert. He had to be able to remember every important landmark he passed so that he could recognize it later—every peculiar rock formation, every river he crossed, every mountain ridge that rose in the distance, every deer run or buffalo path he followed. He had to figure out directions from the sun at day and the stars at night, from the point from which the winds blew, from the way a free-standing tree leaned away from the prevailing storms.

Today it is an easy job to find your way with a good map and a dependable compass. On a map you can locate the spots that are worth exploring and can lay out your routes to them along highways and byways. And for traveling cross-country off the beaten track, your compass will lead the way.

Following a Map

A map is simply a picture of a piece of land as it would look from the air—the way you would see it if you were flying above it in a plane. Looking down, you would see roads and rivers, fields and forests, villages and towns. On a map the most important of these details are shown by special signs—map symbols.

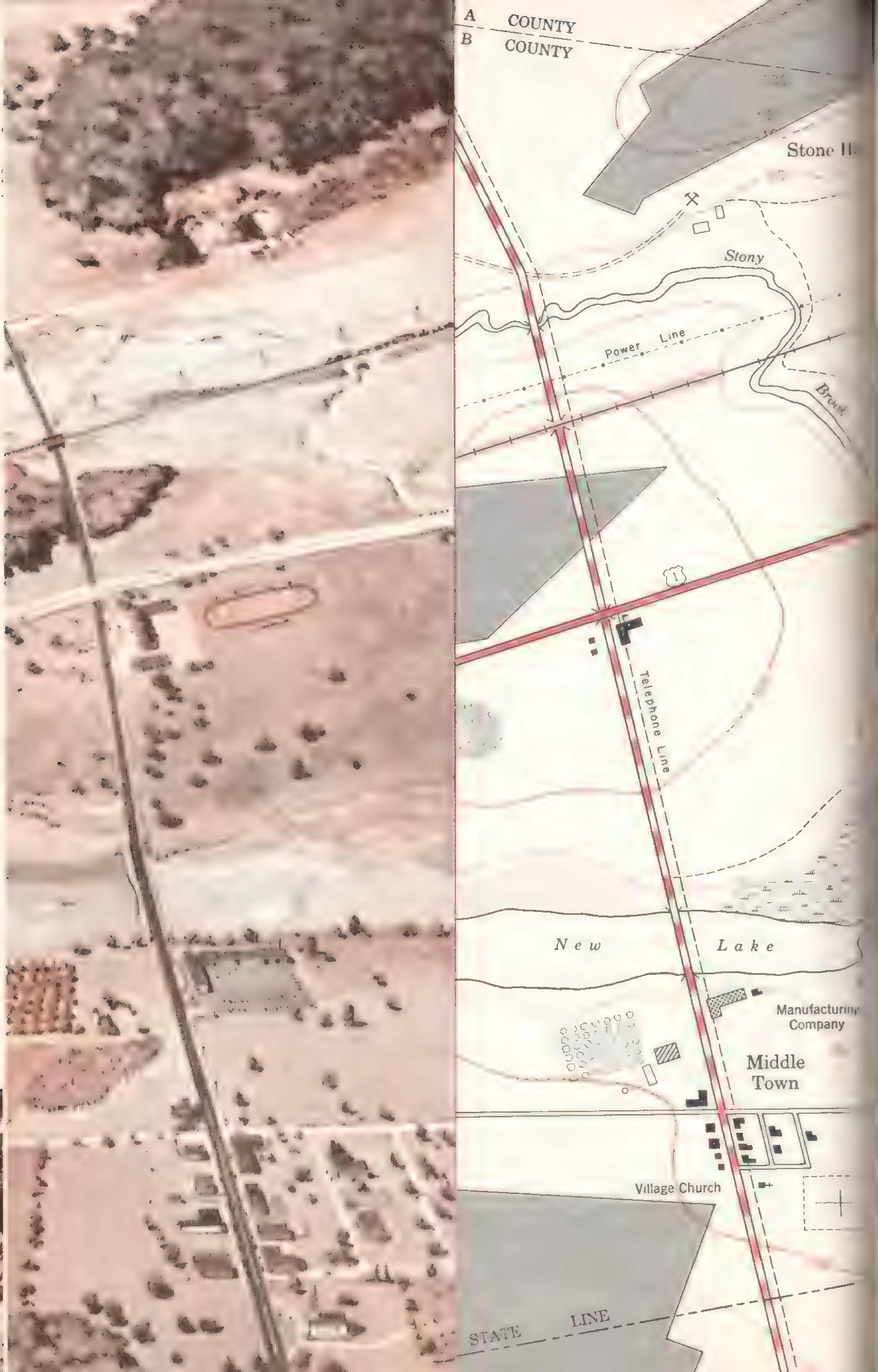
You are already familiar with many kinds of maps—the maps in your schoolroom of the whole United States and of the world, the automobile road maps your father uses when driving. But none of these maps is of any use for hiking. They cover too great distances and show too few details.

The kind of map you need is the kind produced by the U.S. Geological Survey. It is called a topographic map—from the Greek *topos,* place, and *graphein,* to write or draw.

Topographic maps come in many different scales. The scale is the relation between a measurement from one point to another on the map and the actual measurement between those same two points in the field. A good scale for a hike map is the scale of 1 inch to 24,000 inches—or, as it appears on the map, 1:24000. A distance of one inch on this kind of map means a distance of 2,000 feet in the field.

Getting a Map. To get a topographic map of your hiking territory, first send a post card to Map Information Office, United States Geological Survey, Washington 25, D.C., and request a free *Topographic Map Index Circular* of the state you expect to hike in and a free folder describing topographic maps.

The index circular is a small map of the state divided into sections called "quadrangles." Each quadrangle is a separate map. Find out which quadrangle covers your hiking area. Then order the map by giving the name of the quadrangle and including a money order or check for 30 cents in payment. Send order for map of area east of the Mississippi River to Geological Survey, Washington 25, D.C., for map of area west of the river to Geological Survey, Federal Center, Denver, Colorado.


A COUNTY
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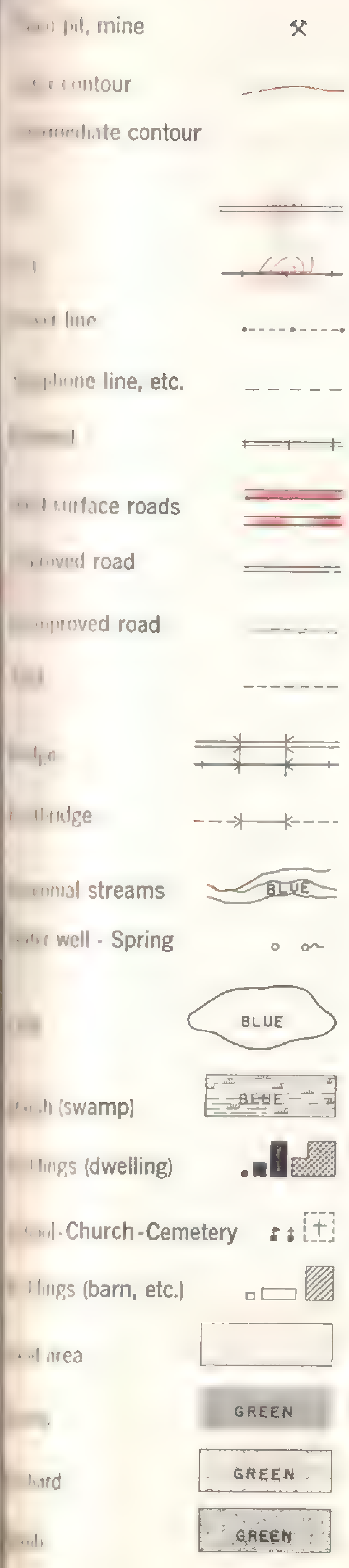
Telephone Line
New Lake
Manufacturing Company
Middle Town
Village Church
STATE LINE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Read at least ten different map symbols, including contour lines.

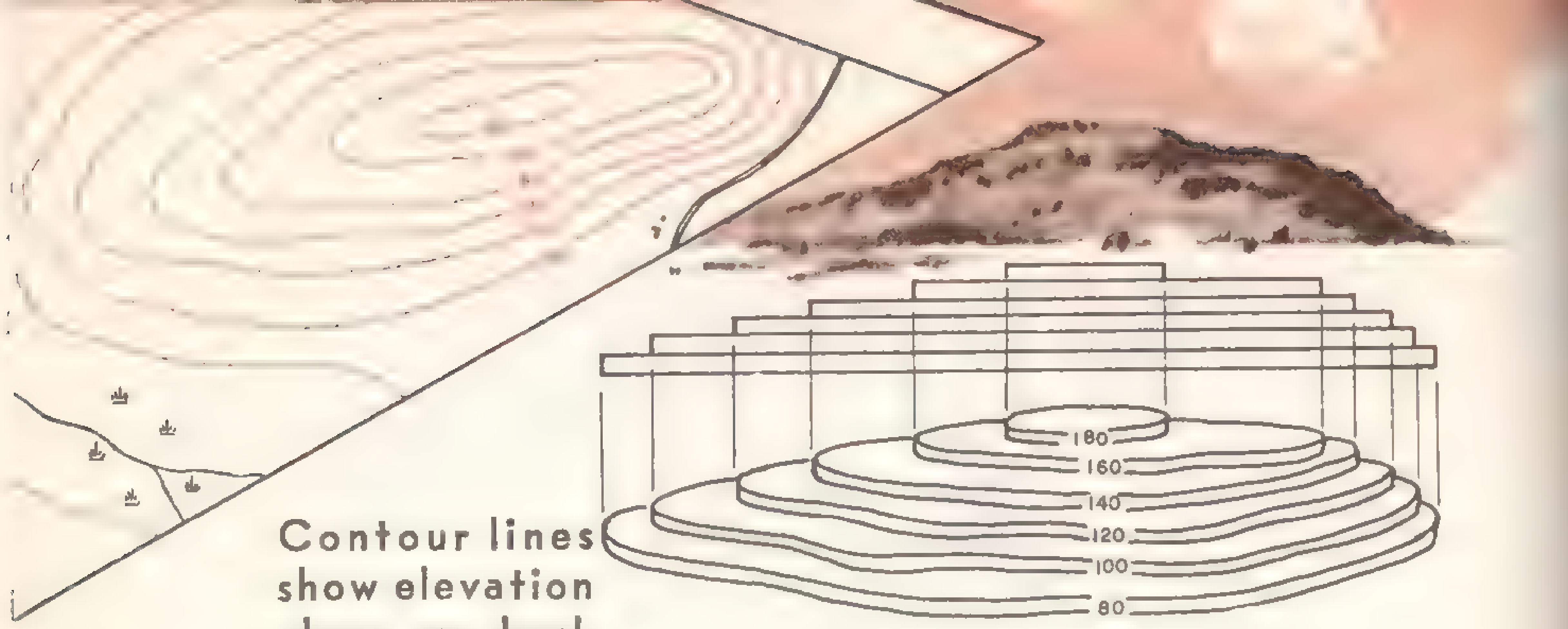
Studying the Map. Spread out the topographic map in front of you. Study it carefully. Try to find all the map symbols it contains.

Everything printed in *black* is the work of man—roads, railroads, cities, bridges, boundaries, names. Take those black lines—they are roads. A good road is shown with two solid lines, a poor one by two broken lines, a path with a single broken line. A railroad is one or more lines with many short crosslines to suggest the railroad ties. Black rectangles are buildings. If a rectangle is topped by a cross you'll know it's a church. If it is topped by a tiny flag it's a schoolhouse.

Anything *blue* is water, of course. A blue line is a brook, a blue band a river, a blue blotch, a lake.

Woodland areas are printed in *green*.

Hills and valleys are indicated by *brown* lines. These lines are called "contour lines." Every point along one of these lines is the same number of feet above sea level. Follow one of the heavier brown lines on your map, and you will come upon a number—for instance, 100. Everything on that line lies 100 feet above sea level. If the sea should rise 100 feet, this line would become the new shore line. If it should rise 20 feet more, the next thin line would be the shore line —and so on, for every 20 feet of rise. On certain maps, the difference in height or "interval" between contour lines is only



Contour lines show elevation above sea level.

10 feet—check in the bottom margin to find this "contour interval."

The contour lines tell you the ups and downs of the countryside. Where the lines are far apart the ground is gently sloping—the place may be suitable for a camp site. Where the lines are close together the hill is steep—hiking may be tough. If the lines fall together they indicate a cliff—you may have to be a mountain goat to scale it. The top of a hill may be indicated with a number. This number is the height of the hill in feet at its highest point.

In the field, orient a map (preferably a topographic map) and follow a route far enough to prove that you know how to use the map.

Using a Map. Well, now that you have your map and know how to read the symbols on it, it's time to take it along on a hike and make use of it.

But before you set out, decide where you want to go. Spread out the map and look at it. Plan to start from a point familiar to you—such as a road crossing or a bridge or a prominent building. Next, decide on a good destination—a hilltop, a lake shore, a forest. Finally, lay out a route on the map along roads and trails that will take you from your starting point to your destination.

Want to know how long the hike'll be? Measure the distance this way: Lay a strip of paper on the map with one edge along your route. Put a mark at the edge for your starting point and another mark for your destination. Then place the paper strip against the distance ruler in the bottom margin of your map and check the distance between the marks against the ruler.

Ready now? You are at your starting point rarin' to go! But in what direction? If you are at a road crossing, for instance, do you go straight ahead, or to the left, or to the right, or backward?

You will know as soon as you have "oriented" your map. To orient a map means to line up all the directions on it with the same directions in the landscape.

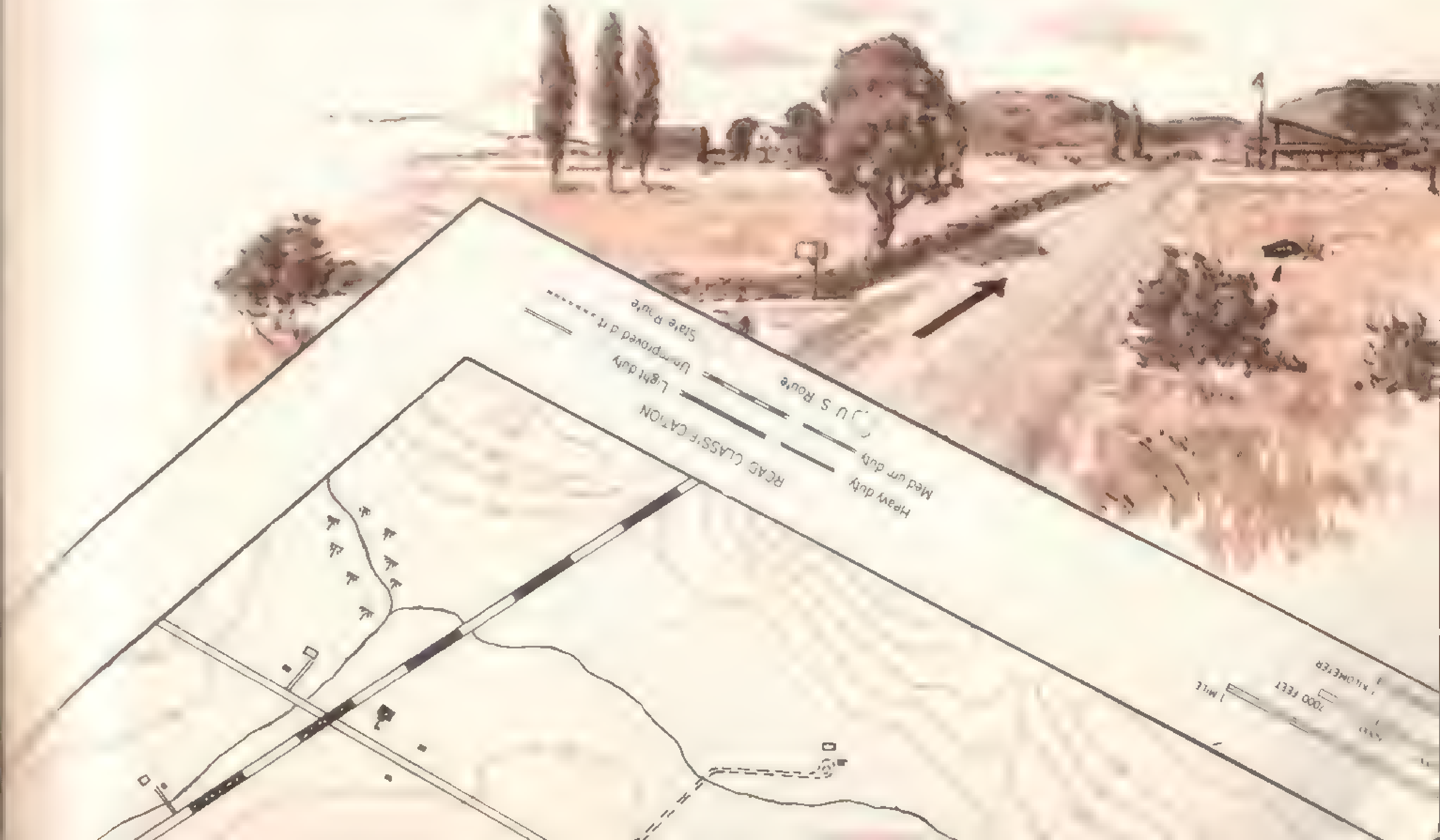
So study your surroundings for some prominent landmark that will be shown on your map—a hill or a building or a bridge. Inspect your map and find the map symbol for the landmark on it. Then turn the map until the line from the spot on the map where you are standing to the map symbol that indicates the landmark lies in the same direction as the line from your actual position to the actual landmark. You have now oriented your map "by inspection." North of the map—the top of it—has been turned toward true north, all directions are correct, and you are ready to follow the route you laid on the map.

You can also orient a map "by compass" as described on page 129.

When you have completed the first lap of your journey from your starting point to some turn along the way, bring out the map, orient it again, and set out on the next lap. And so on, until you reach your destination.

To get back home with the help of the map, you simply follow the laps of your route in the opposite direction.

Map is oriented when map symbols fit the actual features in the field.



Using the Compass

But maybe you don't want to follow roads or trails. Maybe you want to travel right smack through the countryside. For that kind of traveling you'll need a compass.

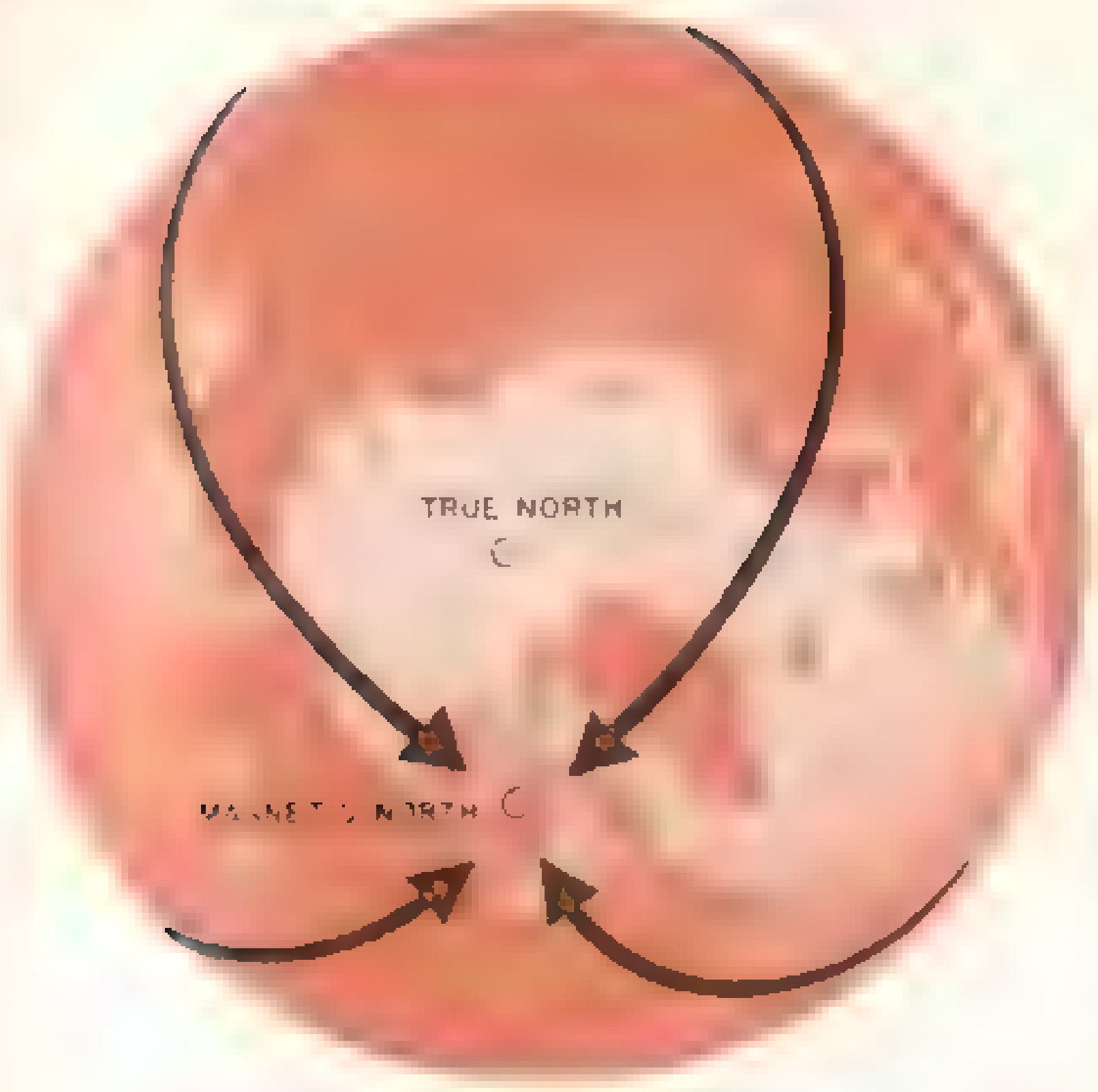
Explain how a compass works and give its eight principal points.

How a Compass Works. The important part of a compass is a magnetized needle, balanced on a pin point, free to swing around. When the needle is left to itself, it eventually comes to rest, always pointing in one certain direction. The reason for this is that there is a force in the earth that pulls at the needle—the whole earth is like a tremendous magnet, with one magnetic pole in the north, the other in the south.

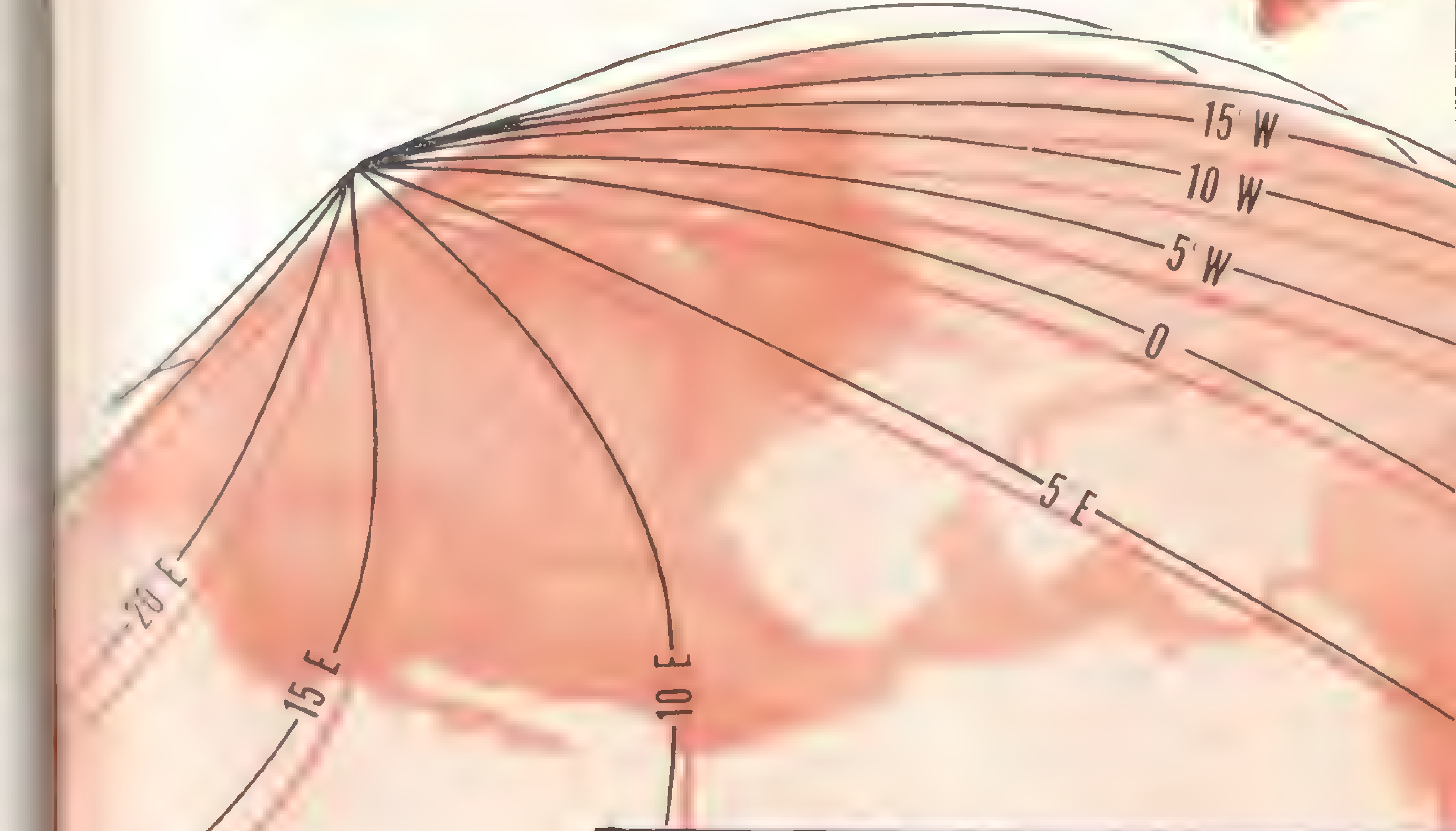
The earth's magnetism makes one end of the compass needle point toward magnetic north. This end is clearly marked as the north end. It is either painted (black or red) or stamped with the initial *N* or shaped like an arrowhead.

The Compass Points. When you know where north is from looking at the compass needle, you should have no difficulty finding the principal points of the compass: Face north. South is then directly behind you, west on your left, east on your right. Halfway between north and east is northeast; halfway between east and south is southeast; halfway between south and west is southwest; halfway between north and west is northwest. Or, starting from north and going clockwise: north, northeast, east, southeast, south, southwest, west, northwest, and back to north again.

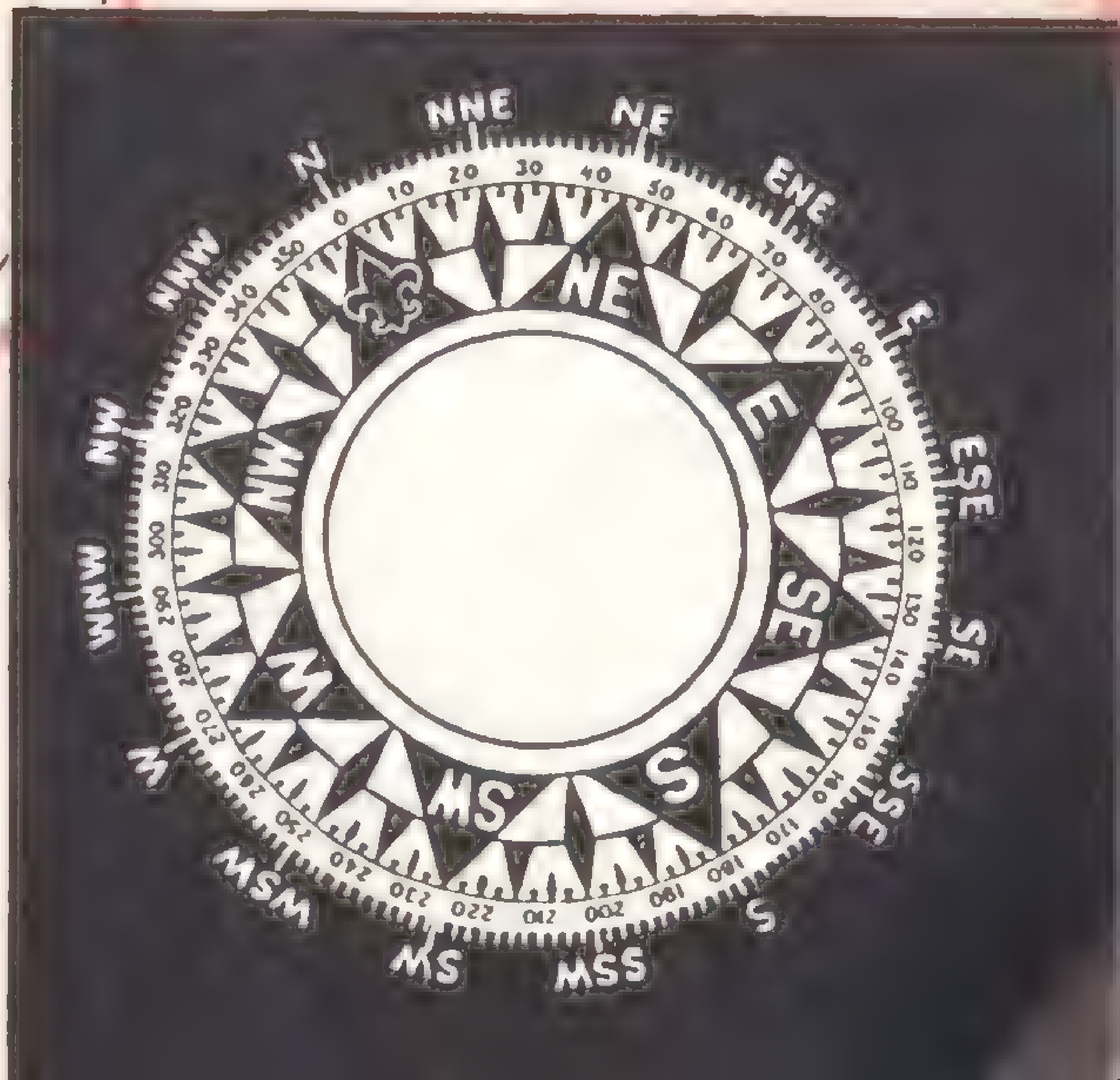
In the old days when a boy went to sea to become a sailor he had to learn those eight compass points and the points in between, and the points in between those again, before he was taught how to steer a ship. The names of those in-between points got quite complicated. Fortunately, someone finally suggested the use of the 360 degrees of a regular circle instead of names. So nowadays, a sailor takes his directions or "bearings" by degree number instead of by names. But he may still say that a wind is southwesterly (blowing from southwest), or that a storm is "a real northeaster" (blowing from northeast).

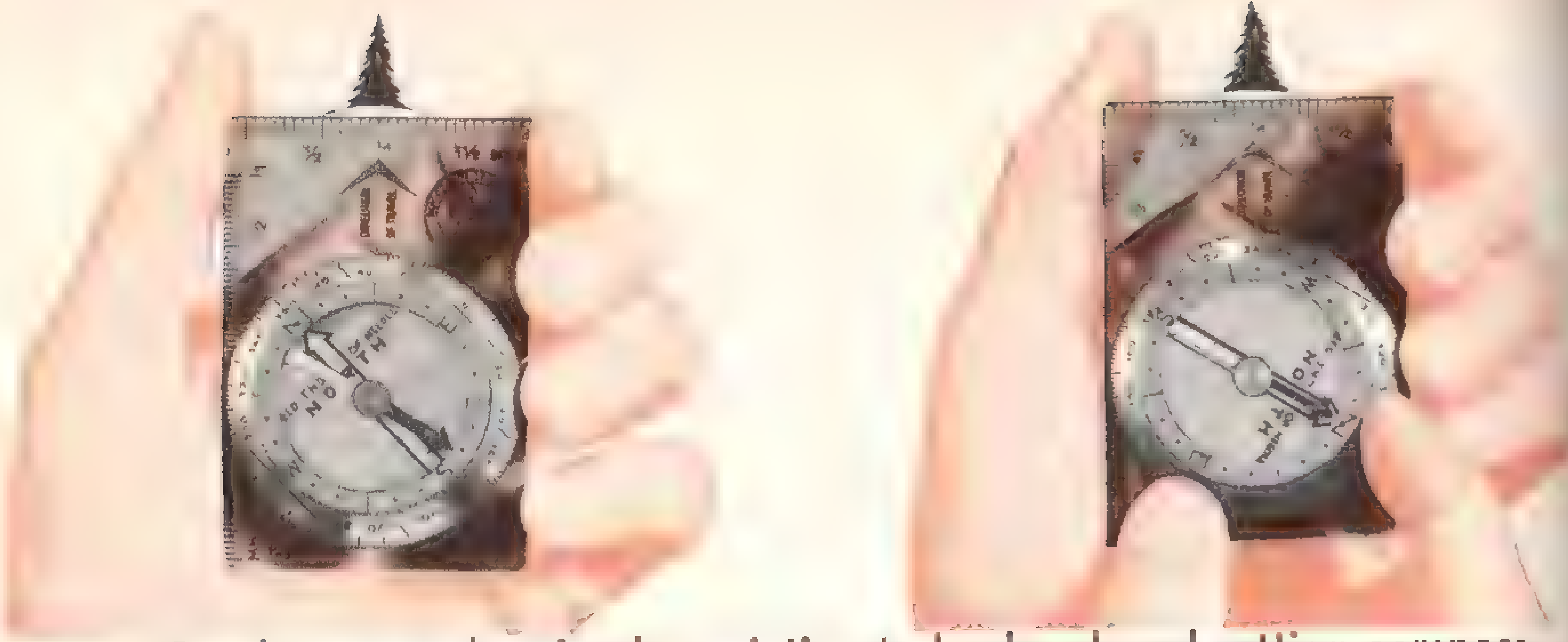


The compass points toward the magnetic North pole. This is located approximately 1,400 miles south of the real North Pole.



The compass may point up to as much as 15° west of true north in eastern United States; up to 20° east of true north in western states. The difference between the magnetic north and true north is called "compass variation."





Read compass bearing by pointing to landmark and setting compass.

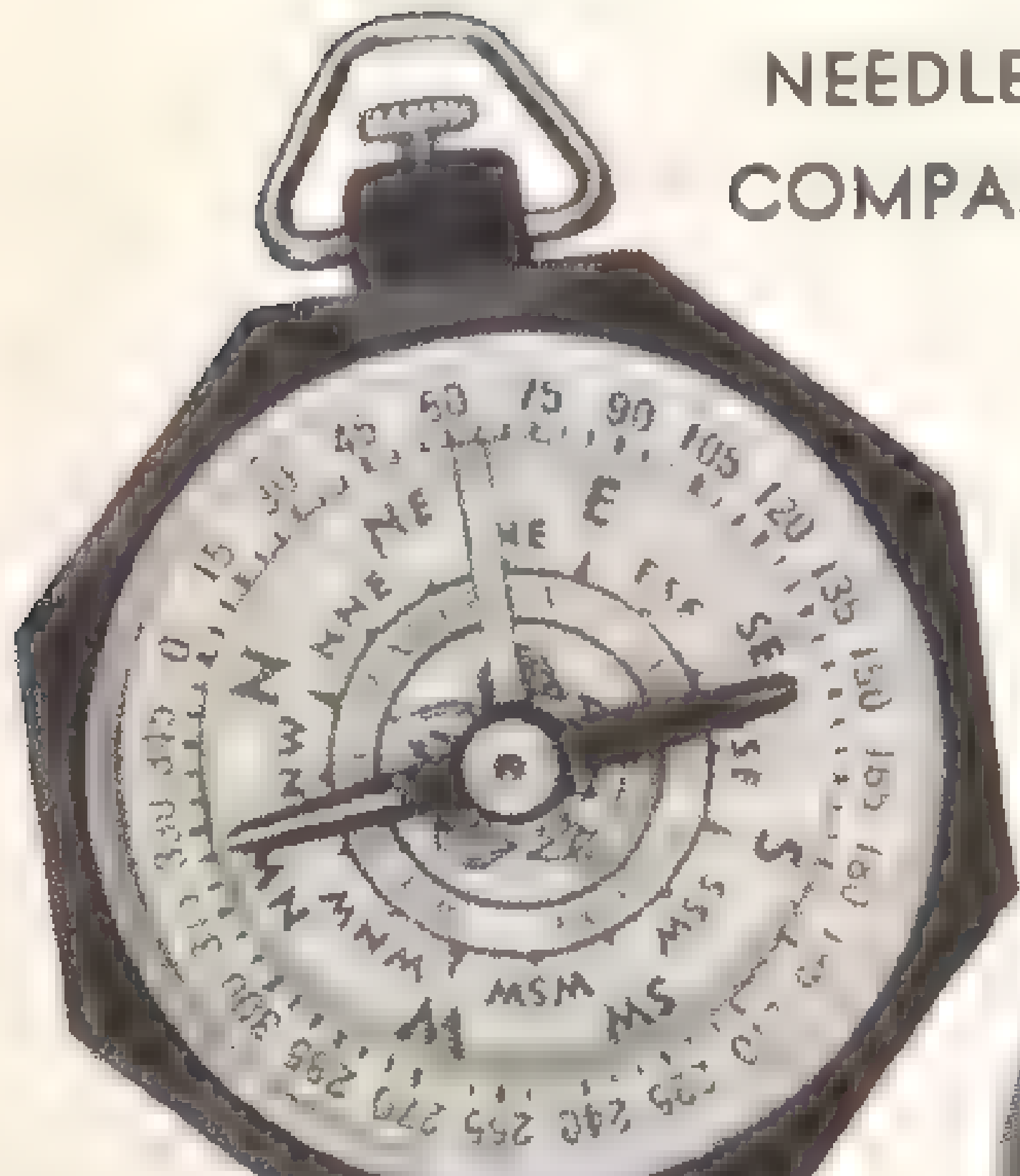
There are many different kinds of compasses on the market. The official Pathfinder compass is especially good for Scout hiking. It is more than a compass—the box that houses the compass needle is attached to a base plate that acts as a direction pointer, a tool for taking bearings, and a ruler for measuring map distances.

In the field, set a compass and read a degree bearing on it.

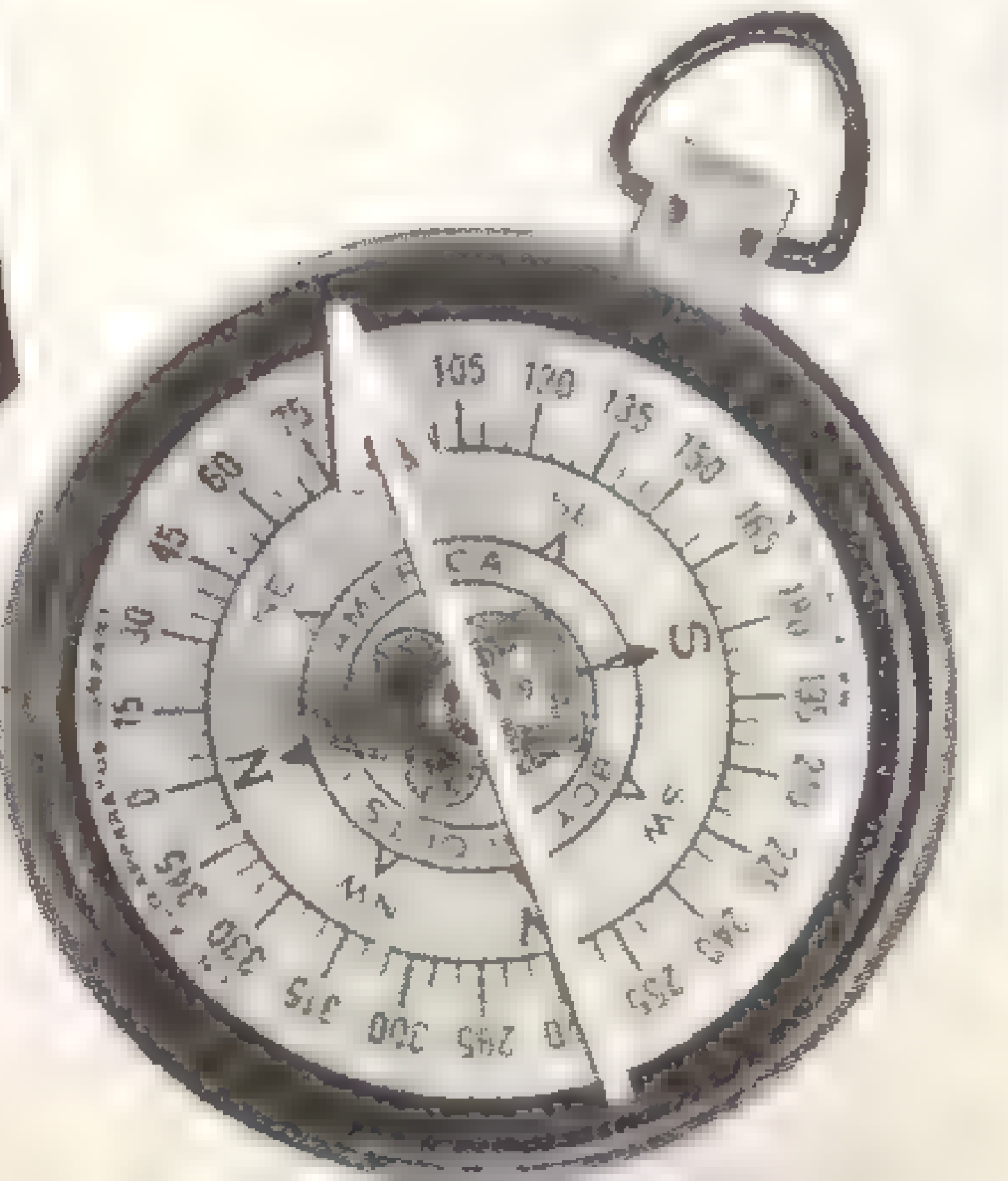
Reading a Compass Bearing in the Field. Let's say you want to read a compass bearing in the field—that is, you want to find the direction to a certain point expressed in degrees. You face squarely the landmark toward which you want to know the bearing and hold the Pathfinder compass level in front of you, at waist height or a little higher, with the direction-of-travel arrow of the base plate pointing straight ahead of you toward the landmark.

Now twist the compass housing until the compass needle lies over the orienting arrow that is printed on the inside bottom of the housing, with the north part of the needle pointing to the letter *N* (north) on top of the housing. Read the number on the outside rim of the compass housing at the spot where the direction-of-travel line touches the housing, and you have the bearing in compass degrees.

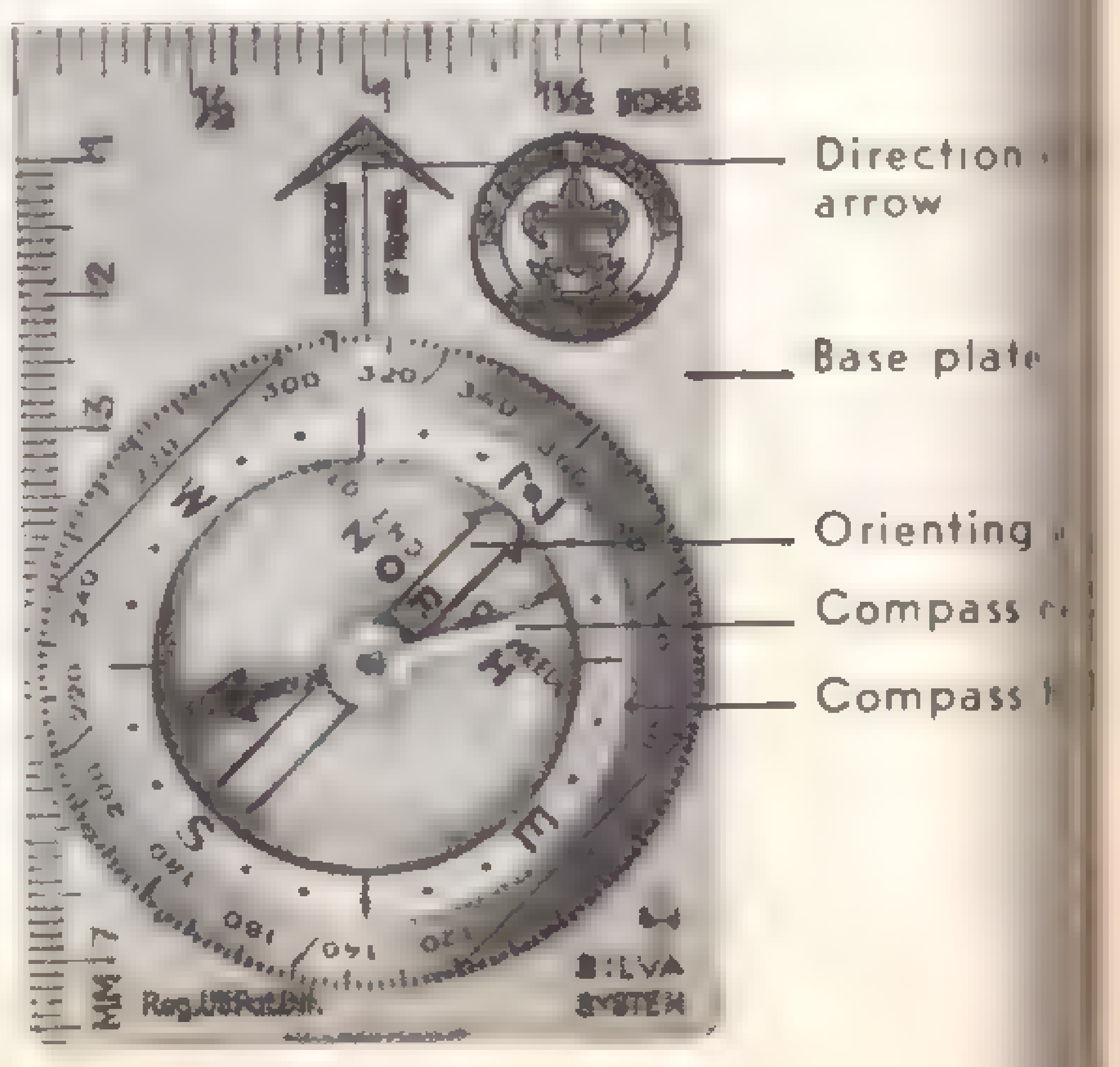
NEEDLE COMPASS

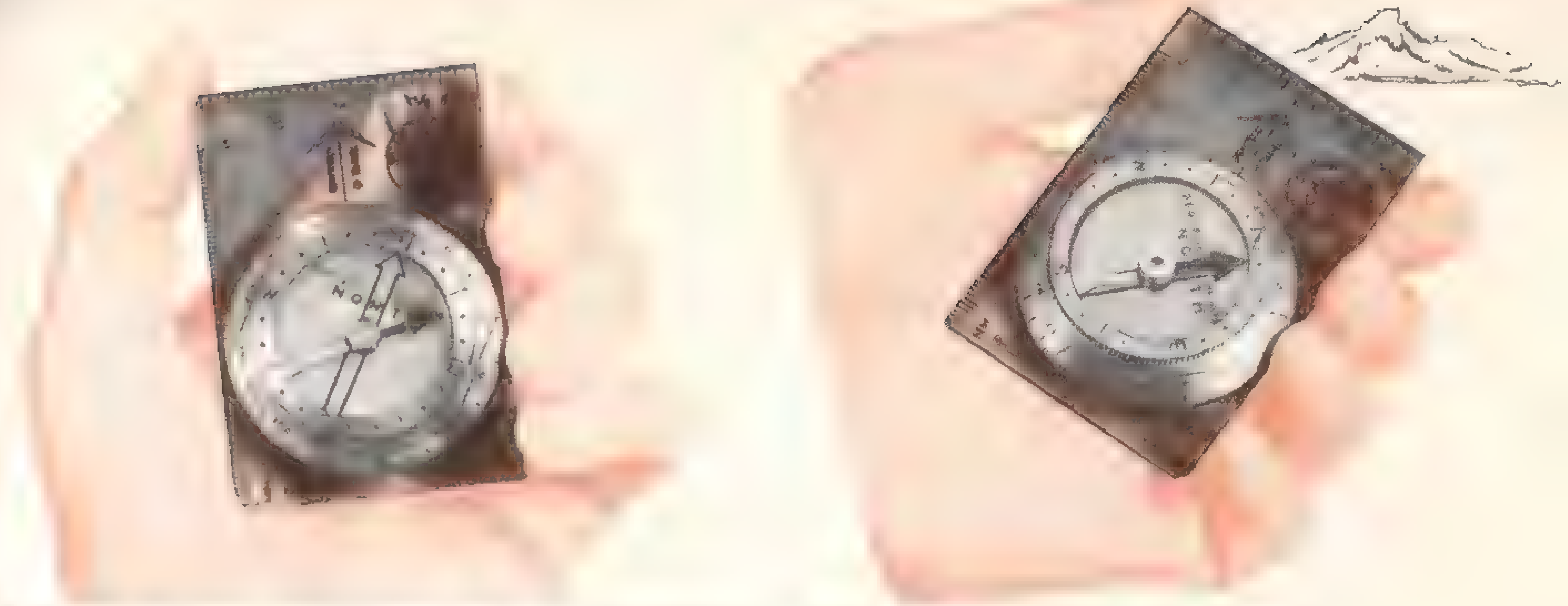


DIAL COMPASS



PATHFINDER COMPASS





Follow a compass bearing by pointing a set compass to a landmark.

Following a Compass Bearing. Decide on a bearing you want to follow—east, west, or some other compass point, or, better, a bearing expressed in degrees: 90 degrees for east, 270 degrees for west, or any other degree number you fancy. Then twist the housing of the Pathfinder compass until the degree number on it touches the direction-of-travel line of the base plate.

Hold the compass level in front of you, at your waist height or a little higher, with the direction-of-travel arrow pointing straight ahead of you. Move your whole body around with small, tripping steps, until the compass needle lies over the orienting arrow printed on the inside bottom of the compass housing, with the north part of the needle pointing to the letter *N* on top of the housing.

Raise your head and look straight ahead of you toward some landmark—such as a rock or a large tree. Walk directly toward the landmark without looking further at your compass.

Measuring Distances

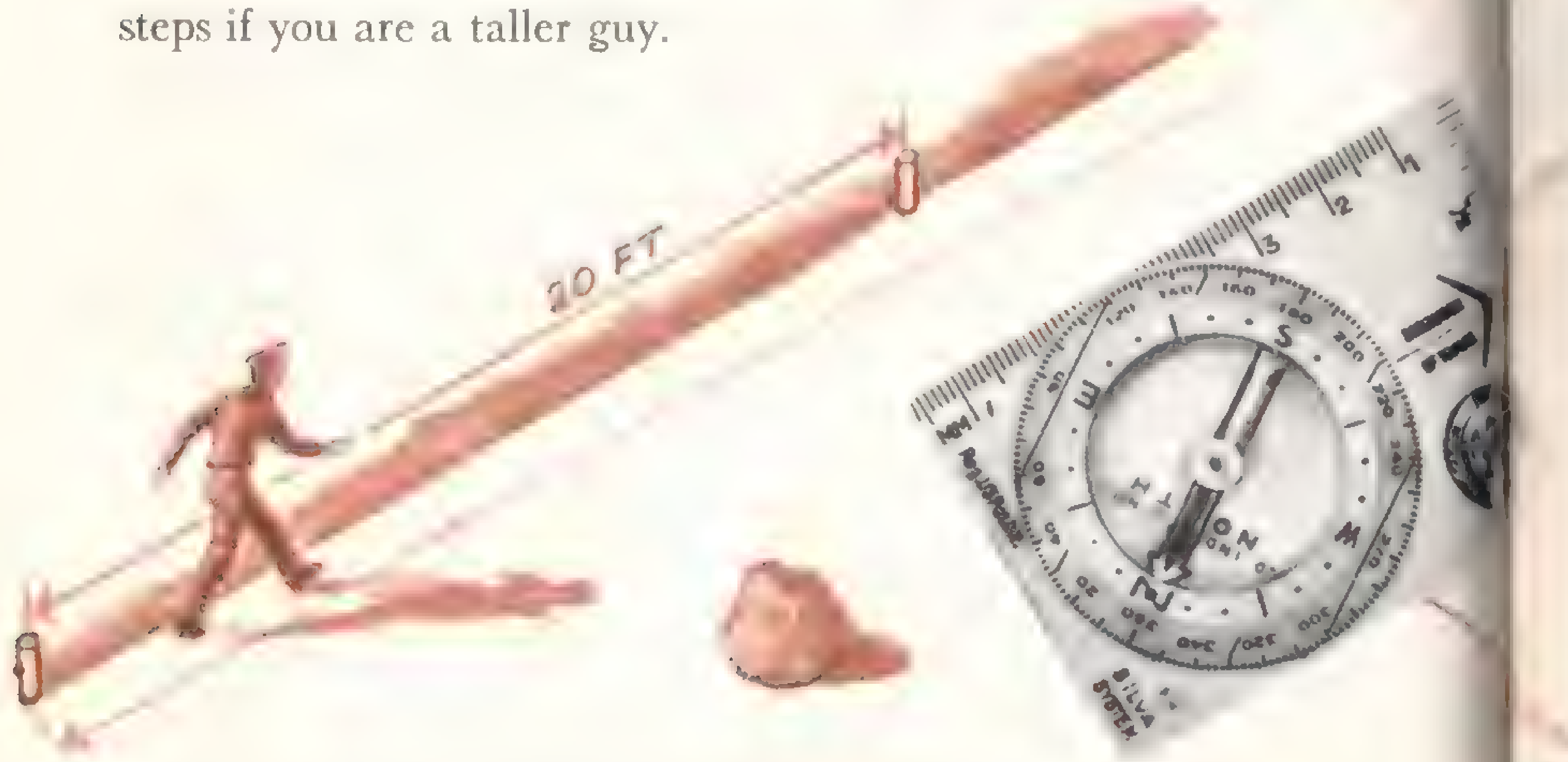
When traveling by map, it is often important to know what distance you have to cover. You want to reach a certain hill, for instance, but you see several hilltops in the distance—which is the right one? Your map will give you the distance to it, but to strike the right one you still have to measure out this distance in the field.

Determine the length of your step.

The Length of Your Step. The way to do it is by your steps. But for this you need to know the length of the steps you take.

To find your step length, get a piece of string, measure off twenty feet of it with a yardstick or a ruler and tie a small loop at each end of the string. Using the string for measuring, lay out a distance on the ground of 200 feet—ten lengths of the string.

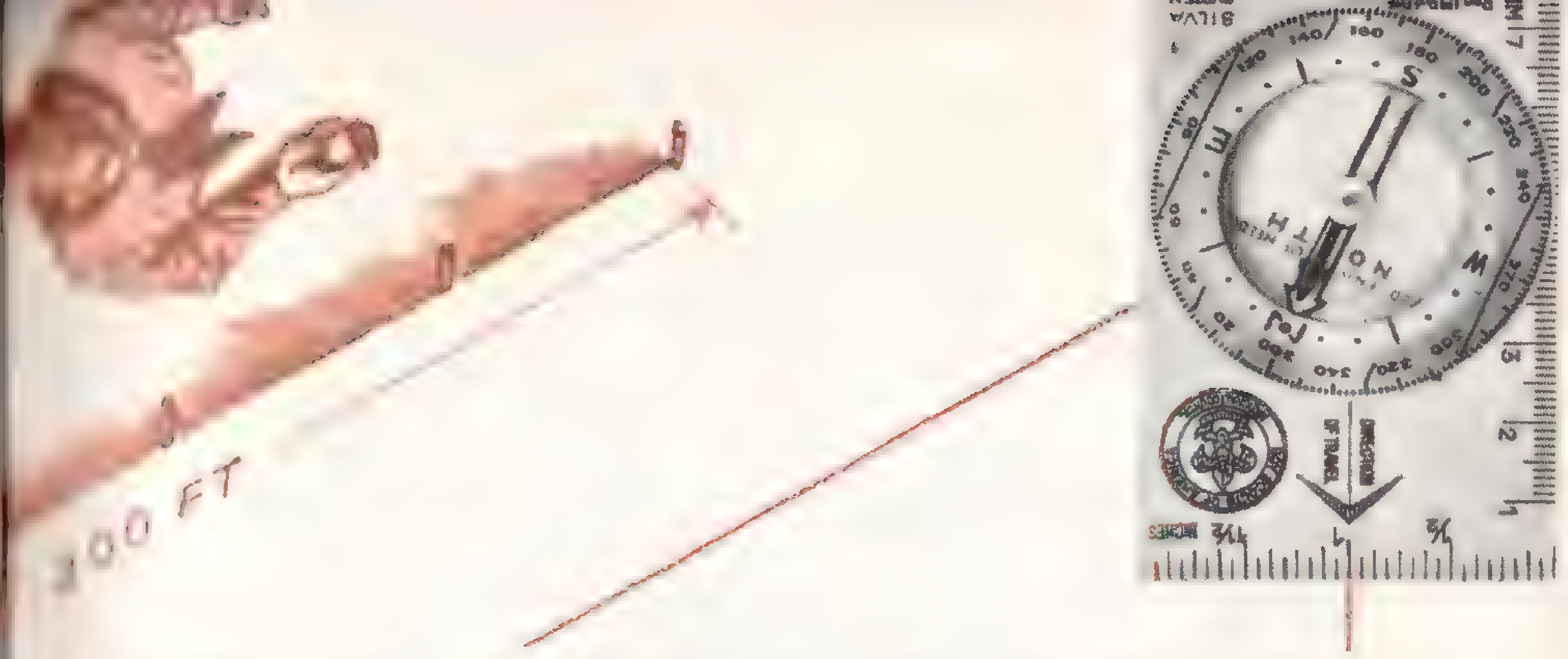
Walk the distance time and time again while you count your steps until you have adjusted the length of your steps so that 100 of your steps cover the 200 feet if you are a short fellow, or 80 steps if you are a taller guy.



Lay out 200-foot course to find length of your steps.

If you covered the course in 100 steps, your step is 2 feet. To use your step for measuring a distance in the field, you walk the distance while counting your steps, then multiply the number of steps by 2 to get the distance in feet. To walk a certain number of feet, you divide the number by 2 and take that many steps.

If you covered the course in 80 steps, your step is 2½ feet. To measure a distance, you walk it while counting your steps, then multiply the number by 2.5 (simpler: multiply by 10 and divide by 4) to get the distance in feet. To walk a certain number of feet, you divide the number by 2.5 (simpler: divide by 10 and multiply by 4) and take that many steps.



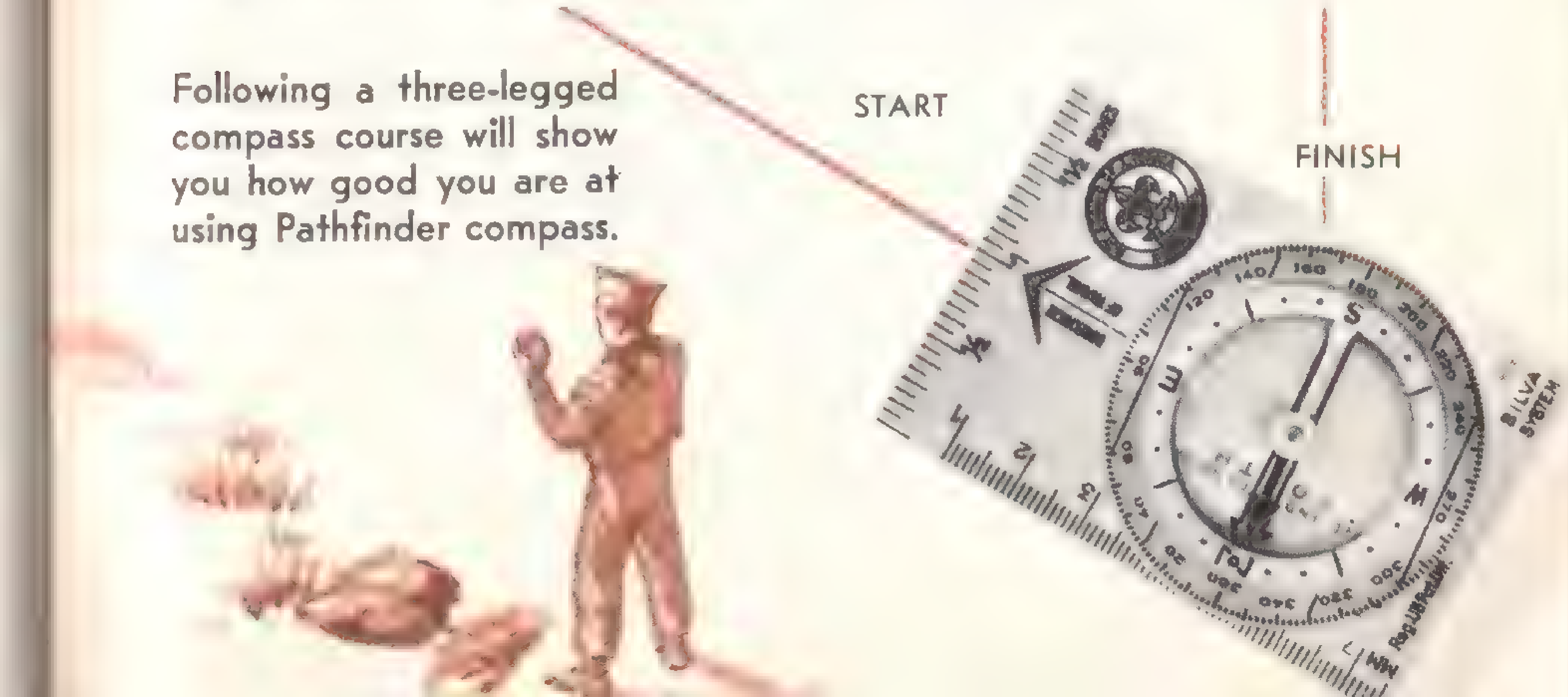
Walk a course for which you must follow three compass degree bearings and measure three distances with your step.

How Good Are You? Two things are important in compass work: The compass housing must be set at the *exact* degree number, and the north part of the compass needle must point exactly to the *N* of the compass housing when you use the compass.

Here is a way for testing yourself. It is called the SILVER DOLLAR GAME: Place a silver dollar on the ground. What! You don't have a silver dollar? Well, use a nickel instead—or even the top of a tin can or a piece of paper. Set your compass at a degree bearing less than 120 (let's say 96 degrees).

Walk for one hundred steps in the direction for which you have set the compass. Add 120 degrees to your original number and reset the compass (in the sample, this would make it 216 degrees). Walk one hundred steps in the new direction. Again add 120 degrees (this would make it 336). Reset the compass and walk one hundred steps in this third direction. Stop. Bend down and pick up your "silver dollar" it should be right at your feet.

How come? If you've learned about triangles with sides of equal length, you know the answer.



Following a three-legged compass course will show you how good you are at using Pathfinder compass.

BE OBSERVANT

When you're out hiking, you breathe the fresh air, smell the good earth. Ahead of you stretches a whole day of adventure.

Now what kind of time will you have?

It depends largely on how well you have trained yourself to make use of your senses.

Some fellows get very little out of life. They have eyes for seeing—but notice nothing. They have ears for hearing—but what they hear goes in one ear and out the other. They have as many little gray brain cells as you have—but their minds remain empty because they have no curiosity, no power of concentration, no ability to store what they learn.

Not you! Your eyes and ears are keen, your mind full of questions you want to have answered. You want to know all about the world in which you live. And you are not satisfied with finding out about the "What is it?"—you want to know the "Why is it?" as well. Not just "What tree is that?" but also "Why does it grow where it grows?" Not just "Which animal is that?" but "Why does it live where it lives?"

Practice Does It. On a patrol hike, there's nothing like a game of FAR AND NEAR to help you become observant. For this, patrol leader makes a list of about twenty things worth looking and listening for, with a number of points for each, such as:

Barn swallow	2 points	Oriole's nest	10 points
Deer track	5 points	Squirrel	5 points
Garter snake	10 points	and so on	

The first Scout observing one of these things reports to the patrol leader and scores the number of points agreed on. The winner is the fellow with the largest score at the end of the hike.

But maybe your patrol doesn't even need a game to get the boys excited about what they see and hear. Maybe you're the kind of gang where everyone is naturally interested in everything about him and wants the rest of the fellows to share his interest. In that kind of patrol you will never have a dull moment.

What'll You See on Your Hike? It's a cinch you won't be seeing what the early settlers saw when they arrived in America. They saw an unspoiled wilderness of dense forests, clear-running streams, wide-spreading marshes, and vast prairies that looked like the ocean when the wind swept over the tall grass.

No living soul will ever again see nature on this continent in such splendor—for while the Indians had fitted themselves into their surroundings, the settlers changed the surroundings to fit their needs. They cleared the woods, drained the marshes, ploughed the prairies. The American wilderness, untouched for thousands of years, gave way before axe and plow and fire, and later before tractor and bulldozer. But in spite of all these changes, there is plenty for you to see in the America of today.

Explore a community of nature and find in it at least six kinds of wild mammals, birds, reptiles, or fish, or evidence of them. Tell what they are and explain why and how plant life and animal life live together.

Communities of Nature. On your hikes you'll discover an important fact which the Indians knew long before the first settlers arrived: that plants and animals live together in well-defined areas such as forests, prairies, swamps, or deserts; that if you want to find certain animals you must go where they live—to a forest for deer, a marsh for ducks, a cool stream for trout.

It will help you understand what goes on in these areas if you think of each of them as a community of nature not too different from the community of human beings in which you live.

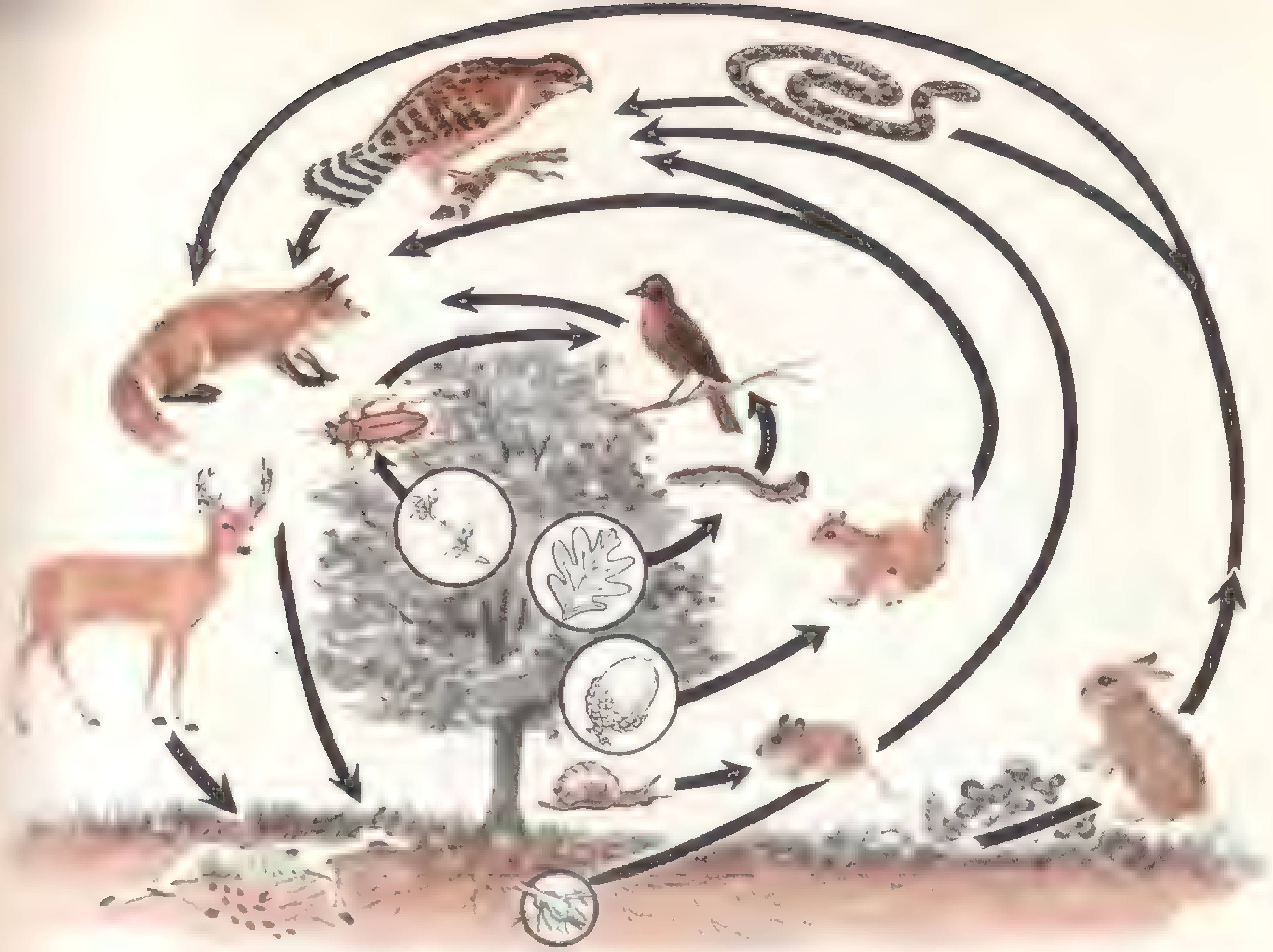
In your community, men and women, boys and girls, live together. Living conditions are good. Nearby stores sell the kind of food you need. Public utilities provide you with light, heat, and water. Your house shelters you. Your street and garden or back yard give you space for moving about.

It is much the same in a community of nature.

Plants grow where they grow because they have found living conditions suitable, with soil and water, light and temperature, to their liking. Animals live there for the food that the plants provide, for shelter and living space. In each instance, the foundation of the nature community is the plant life in it.

Plant life varies from community to community. Some plants like the ground hot and dry and get along in the desert where other plants would die from lack of water and exposure to the blazing sun. Other plants like to keep their "feet" wet and sink their roots into the boggy soil of marshes and swamps. Some plants prefer the bright sunlight of open fields, others the deep shade of dense woods.

It is mostly the plant life that determines what kind of animals



All animal life depends on plant life — directly or indirectly.

live in a nature community. Just as plants require certain living conditions, so do animals have their individual needs. For some animals, these needs are best taken care of in the forest, for others in the field, for still others in the marsh.

Plant life and wildlife go together. All animal life, from the tiniest insect to the largest bear, depends on plants for food. Even the animals that live on flesh alone depend on plants for food—not directly, but indirectly, because the smaller animals they feed on are plant eaters. But in addition to food, plants are important to animals for other reasons. Plants provide cover for escape from enemies, shelter against heat and cold, protection for raising the young.

As you explore a nature community looking for wildlife—mammals, birds, reptiles, or fish—keep your eyes wide open. Some animals you may never actually see—many of them come out at night only, or hide in the ground—but you may find evidence of them: tracks, droppings, signs of feeding, scratch marks on trees, dens or nests, skulls, bones, feathers. Many birds give evidence of their presence by their song, although you may not catch sight of them. And how about a certain smell that may reach your nostrils on a night hike? You don't have to see a skunk to know that one is nearby.

Nature Forever Changing. When you hike through the countryside you'll see numerous changes being made around you. New roads are being built. Dams are being put up to create lakes, marshes are being drained to make dry land. Whenever man changes the landscape, plant life and wildlife soon change as well.

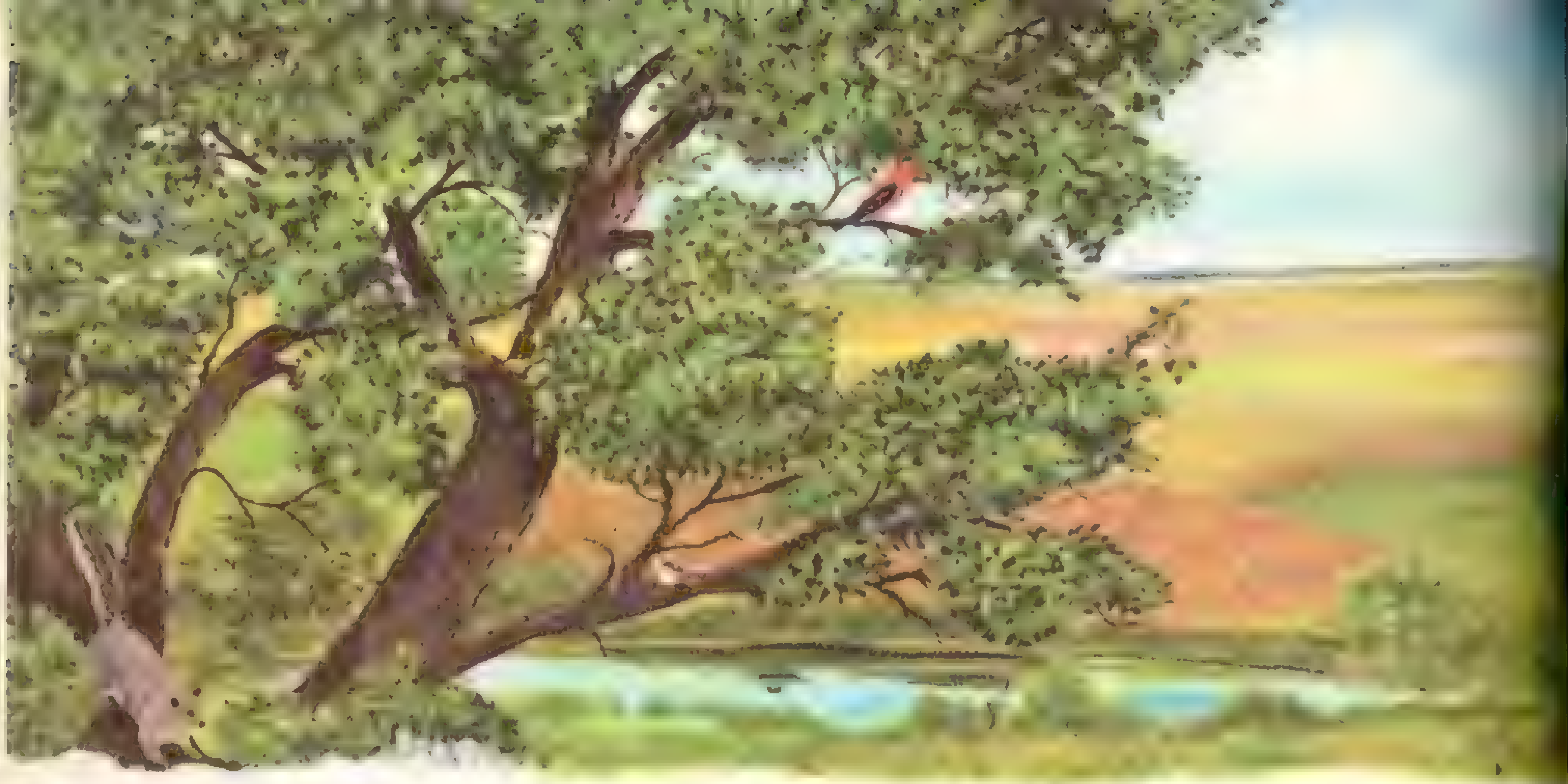
But in addition to man-made changes, nature goes on changing all the time by herself. When you look at any piece of land, untouched by man, it may seem as if nothing is happening to it. But in reality you are looking at a slow-slow motion picture. The changes may not be noticeable in ten years or a hundred, but changes are taking place just the same.

A shallow lake may be filling up with silt washed into it from eroding hillsides. Grasses and sedges get a chance to move out from the old shore line. In decaying they build up the soil. Rushes and cattails take hold. They, in turn, prepare the soil for field grasses and various weeds. Low bushes may get a start—then taller bushes and small trees. Eventually the soil may be suitable for larger trees and, in the end, for a stand of magnificient trees in what is called a climax forest—provided, of course, that the climate is right and that nature has had her own way with the spot, for man, in one day, can undo what nature has created over hundreds or even thousands of years.

Trying to understand the changes that go on in nature is one of the most interesting things you can do on a hike. When you know how to observe, every hike becomes an exciting adventure.

A lake, over hundreds or even thousands of years, may fill up and turn into climax forest.

Succession of plant life as a lake turns into forest. From left: Lake with submerged plants; grasses and sedges; rushes and cattails; weeds; shrubs; small trees; large trees.

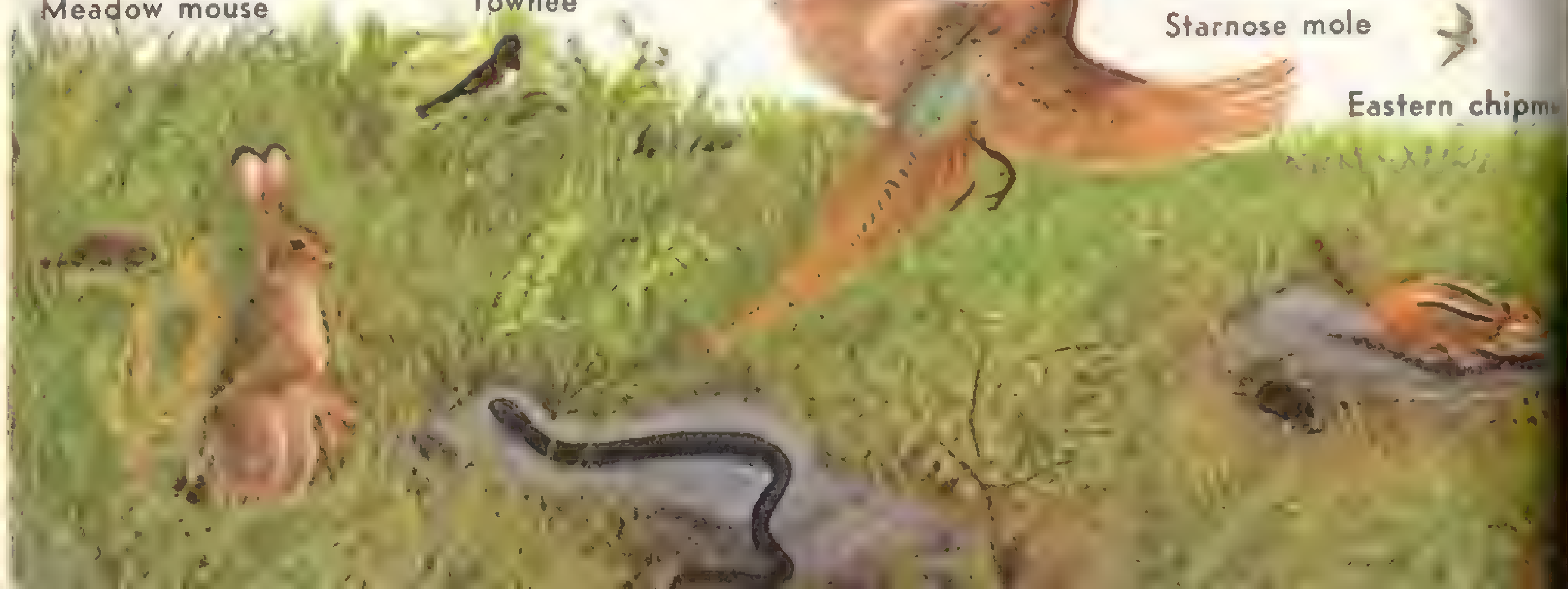

Gray squirrel
Cottonwood
Song sparrow
Scarlet tanager

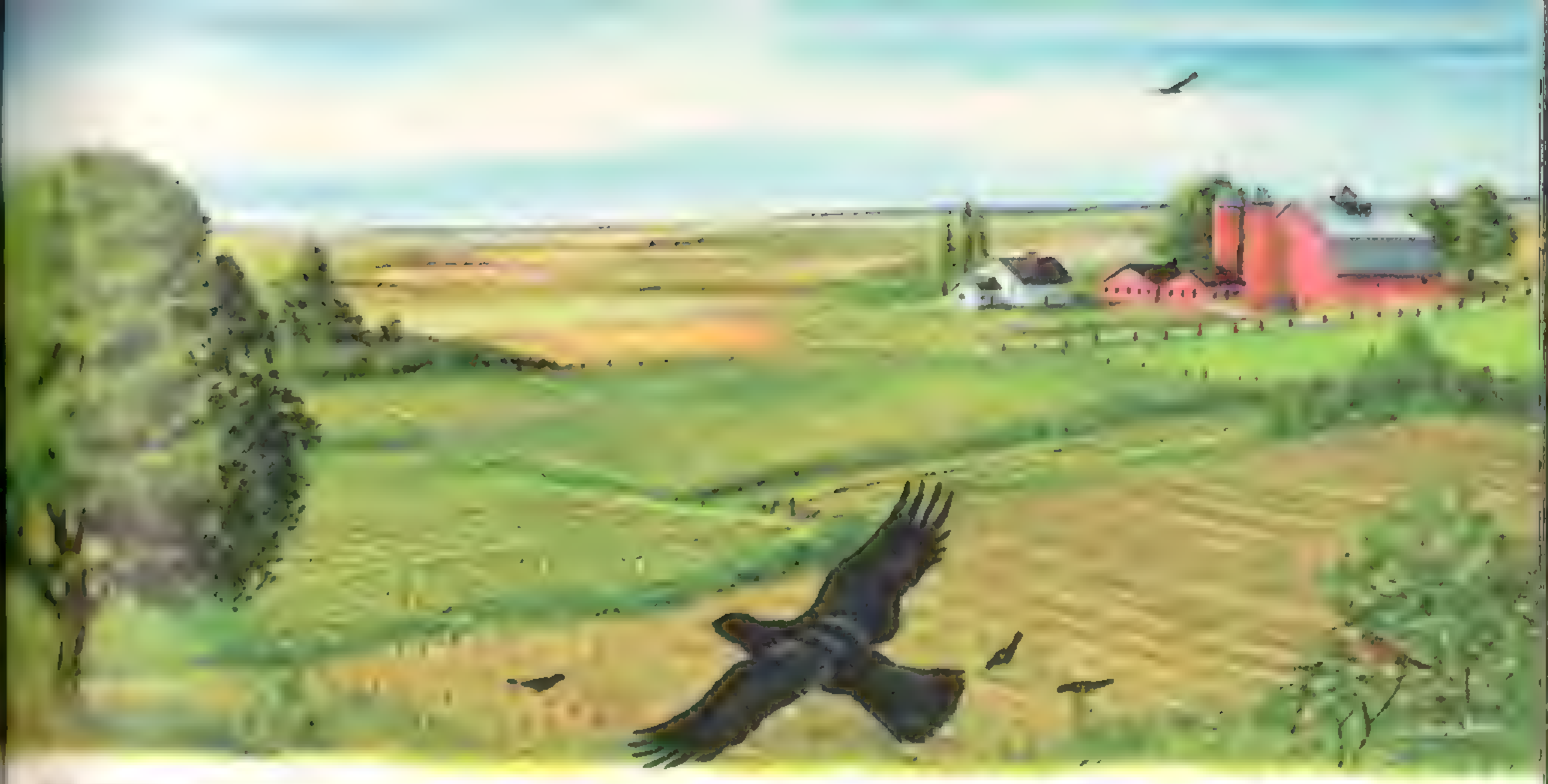
Fields and Prairies. In most parts of the country, it won't be many miles out of town before you see farms, fields, or prairie.

In the East, these open areas were once great forests—if farming stopped, they would turn back into woodland. On the Central Plains, the areas were prairie—if they were no longer farmed, grazed, or mowed, they would again become prairie. In parts of the Southwest, irrigation has turned desert into fields—if the water should stop flowing, desert would again take over. But there is little chance that these lands will ever return to what they were—America needs her farms to feed her growing population.

Grasses of one sort or another—wild or cultivated—are the chief plants of fields and prairies, and the animals you'll find are those that live in high grass or low shrubbery.

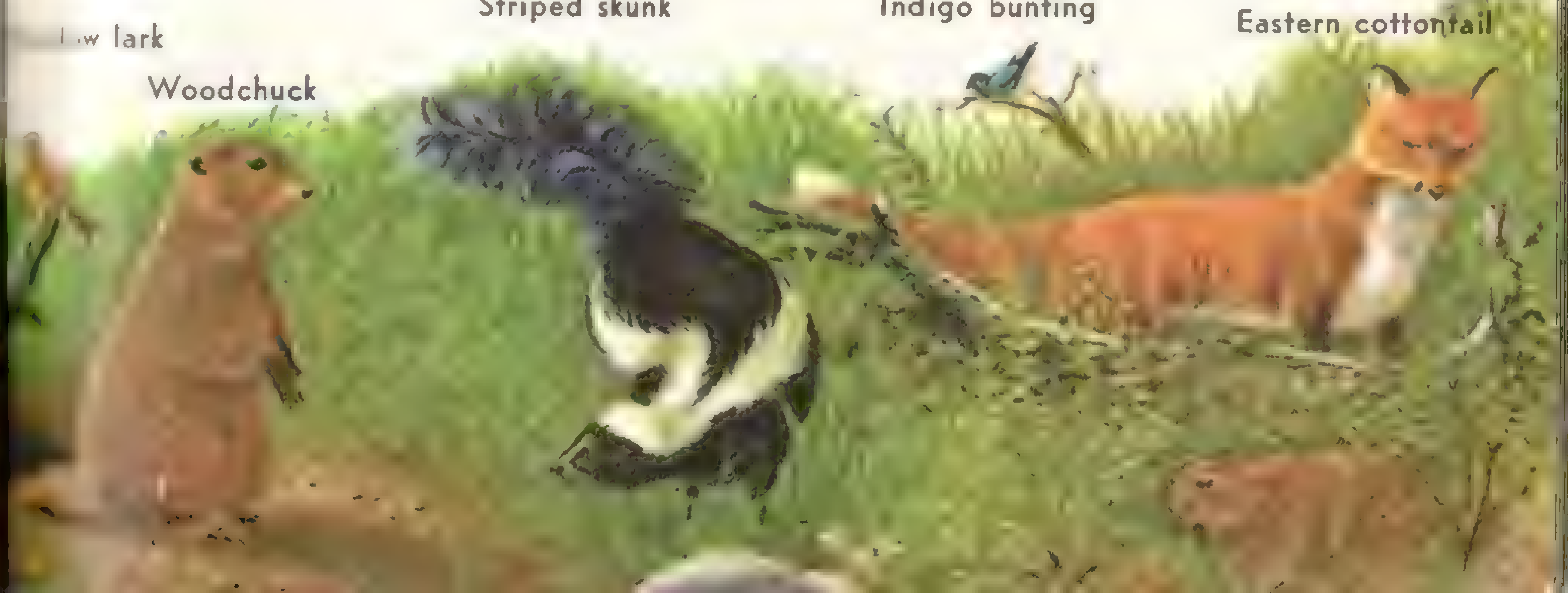
As you walk along a wheat or corn field, you may see a meadow mouse scurry in among the stalks and disappear. A moment later, its mortal enemy—a black racer snake—slithers in after it. A woodchuck scampers across your path. A slender chipmunk disappears in a stone pile. A cottontail runs off.

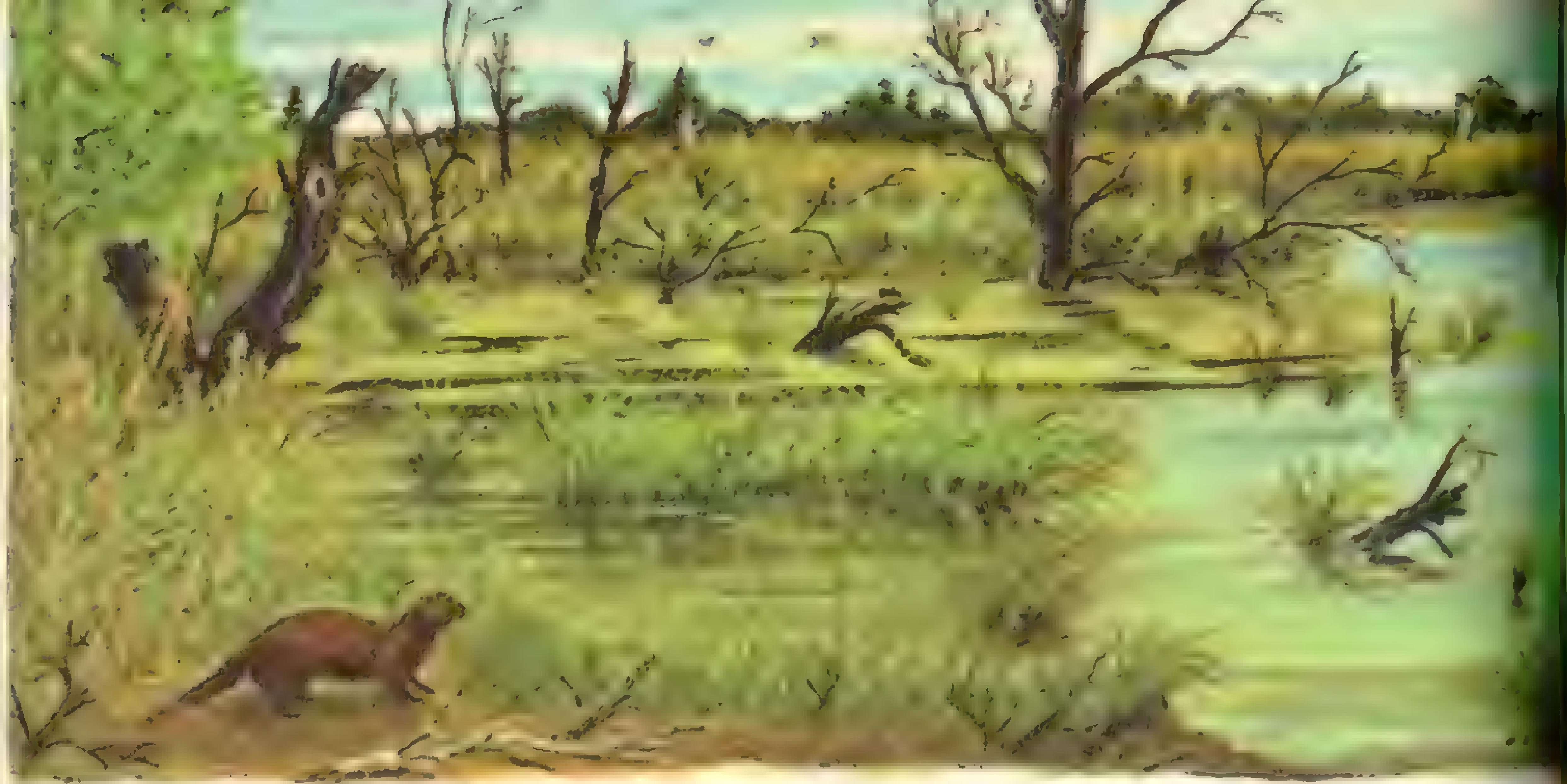

Pheasant
Whitetail jackrabbit
Black racer
Chimney swift
Meadow mouse
Towhee
Starnose mole
Eastern chipm


maple
Crow
Turkey vulture
Robin

You follow the hedgerow between two fields. Plenty of wildlife here. Different kinds of sparrows flit in and out, towhees rustle up the dry leaves—and suddenly a pheasant takes flight.

That's the kind of experience you may have around farms and fields in almost any part of the country. But each section may have additional excitement. In the East, a red fox may lurk in the bushes. On the Great Plains, coyotes may tune up for an evening concert. In the West, ground squirrels or prairie dogs may look at you from their holes, and you may see in the distance the dashing form of a pronghorn antelope.


Red fox
Striped skunk
Indigo bunting
Eastern cottontail
w lark
Woodchuck


Mink
Bank swallows

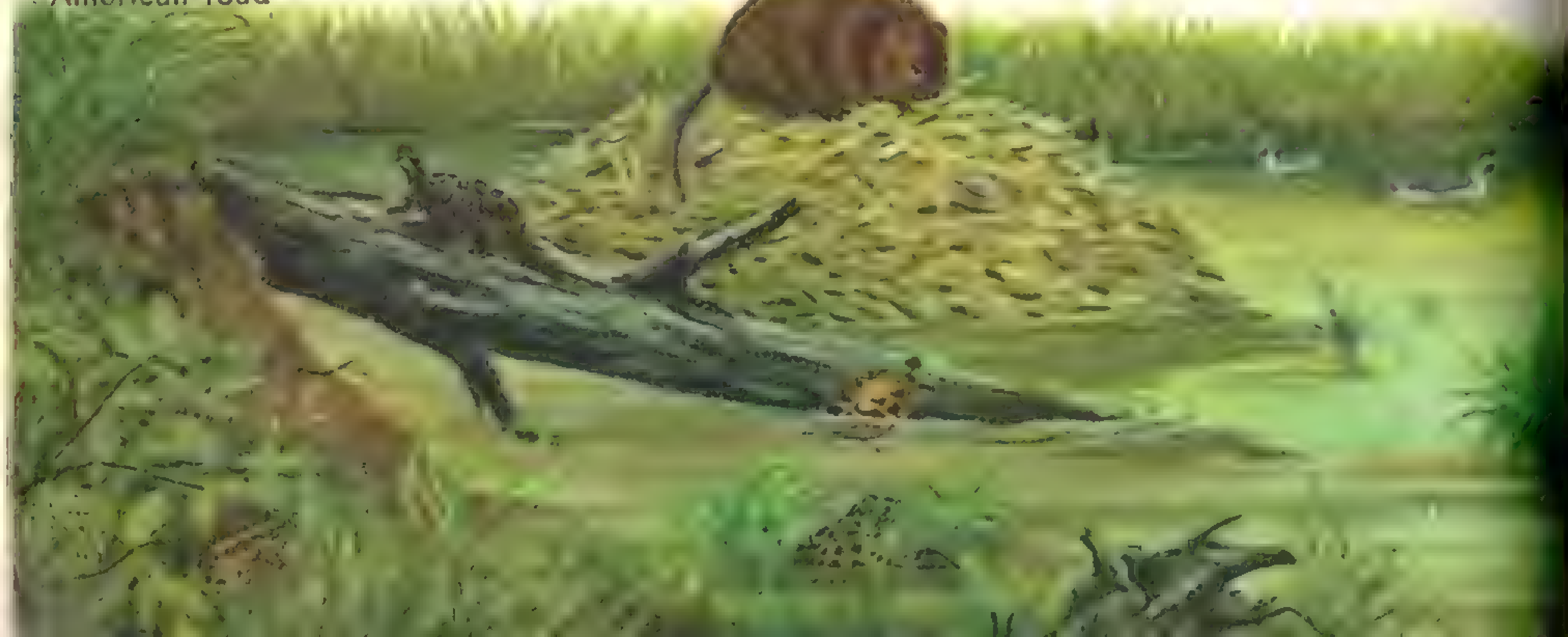
Marshes and Swamps. Marsh or swamp—what's the difference? Generally speaking, a marsh is a wet lowland overgrown with cattails, sedges, and numerous kinds of grasses, while a swamp is wetland dominated by shrubs and trees, such as cypress or tamarack. Water is what makes an area a marsh or swamp. The amount of water, soil, and climate determine what plants will grow there—and thereby the wildlife you can expect to find.

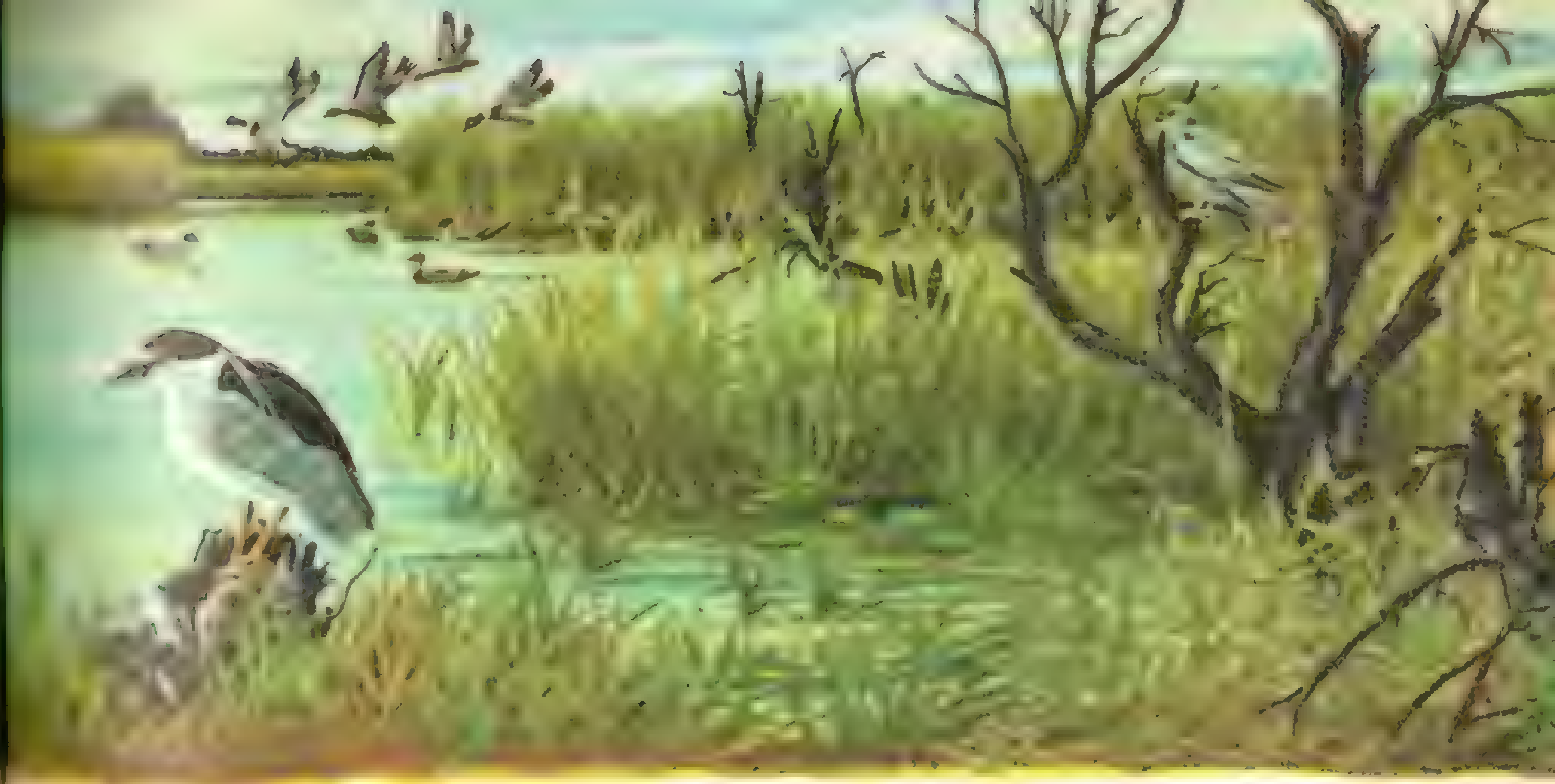
The marsh you explore today probably was once a lake or pond. The swamp may also have been a lake—or it may have been woodland which, for one reason or another, overflowed with water. Marsh and swamp are both in-between stages in nature's ceaseless changing. They may turn into dry fields some day. The process is slow—but is often speeded up by drainage.

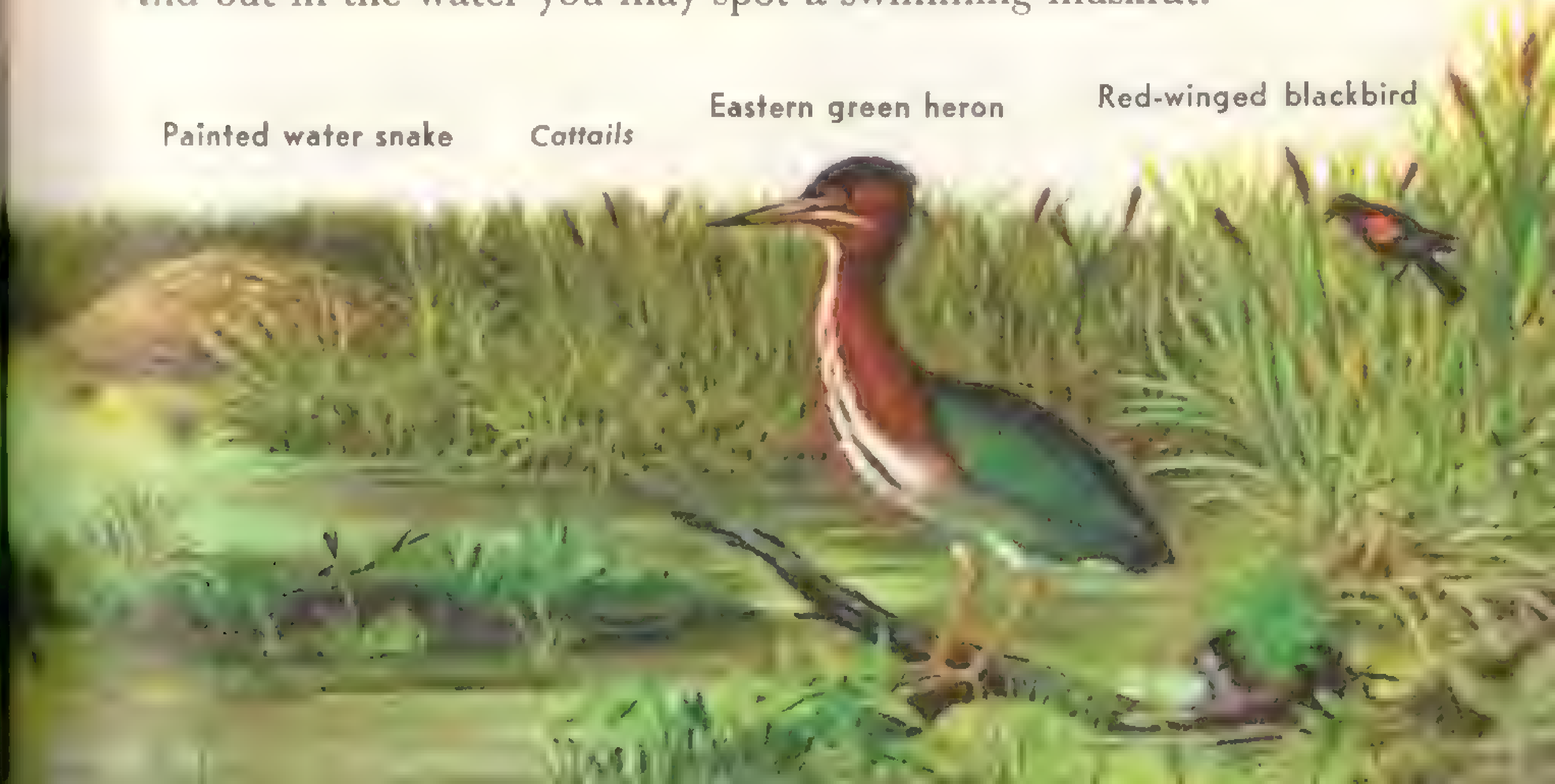
Ready to go "bog trotting"? You may get your feet wet hiking along the edge of a marsh or swamp—but you'll have lots of fun. In a Northern or Western marsh you are almost certain to see ducks—here are the nesting grounds of mallards, pintails, black ducks, teal, and others. In a swamp in the South, you'll come upon herons and egrets and others of our spectacular waders.

All around you, you hear the calls and songs of birds—the twitter of swallows skitting over the water, the gurgle of red-winged blackbirds, the singing of warblers, the quack of ducks—maybe the "pump" of the bittern and the "clack" of the rail.

As you walk along the spongy edge you'll hear the plop of frogs jumping into the water. The sleek brown body of a mink vanishes with hardly a splash. Right at your feet you may come upon the remains of crayfish where a raccoon feasted last night. And out in the water you may spot a swimming muskrat.


Painted turtle
American toad
Spotted turtle
Muskrat
Bullfrog
Pied-billed grebes


Pintail
Mallards
Black-crowned night heron
Reeds
Marsh hawk


Painted water snake
Cattails
Eastern green heron
Red-winged blackbird

Eastern white pine
Whitetail deer
White ash
White oak
Hairy wo
Sassafras
Beech
Blue jay
Sugar maple

Eastern Woodlands. For real Scouting enjoyment we "take to the woods." If you live in the East, those woods will consist mostly of broad-leaved hardwood trees thriving because of the soil, the rainfall, and the moderate year-round temperatures. In the Northeast where the winters are more severe, conifers mix in with the hardwoods. In the humid South, sandy soils, fires, and cattle grazing may keep down the hardwoods—and pines take over.

If the forest should be destroyed by fire or by cutting, it would slowly return to what it was if left alone. Grasses, weeds, and brambles would move in over the burned-over area, then poplar—until the soil is once more suitable for maple or oak or hickory.

You'll have plenty of excitement hiking through an Eastern hardwood forest any time of the year.

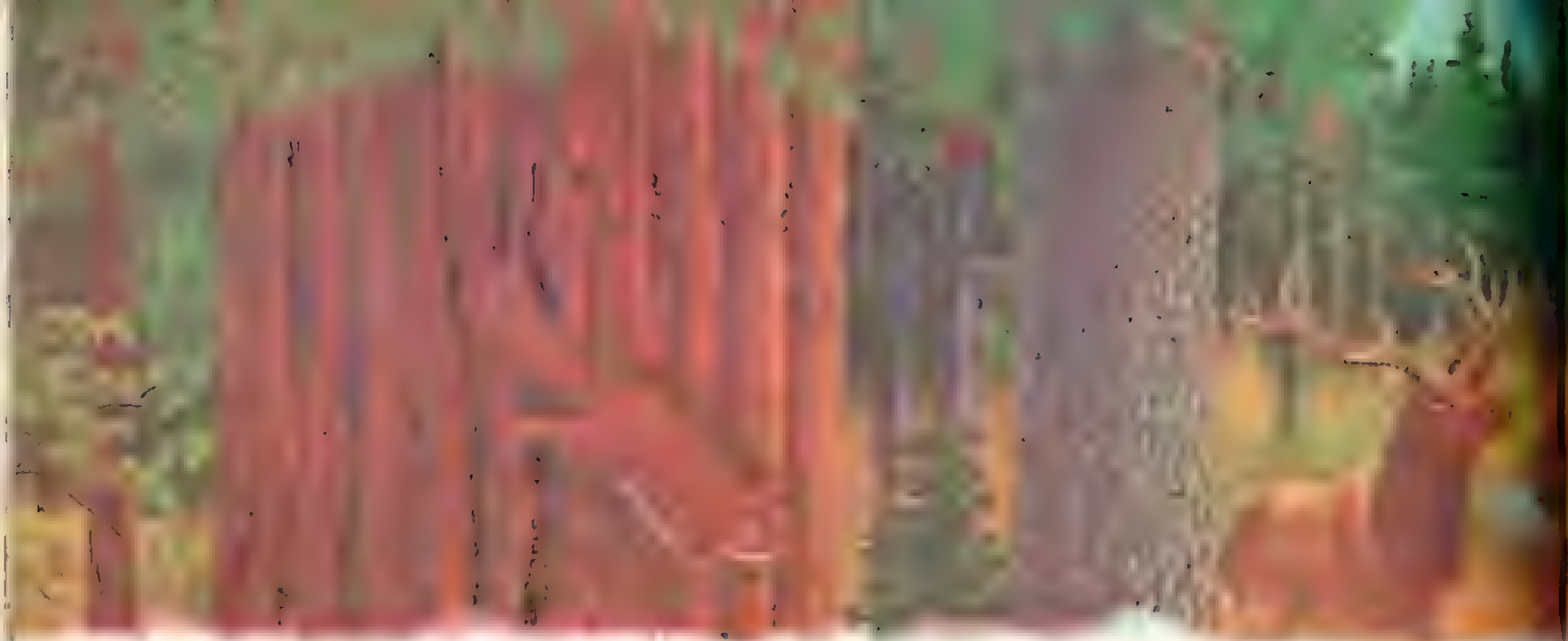
In the spring, flowers of many colors cover the forest floor. Then dogwood trees put on their white display, redbuds open up their pink flowers, and spicebushes their yellow ones. Within a couple of weeks you walk through the woods under a green roof.

In the summer, the forest teems with wildlife. From afar comes the steady hammering of a woodpecker, the scolding of a jay, the cawing of a crow. A deer breaks through the underbrush. A gray squirrel jumps from branch to branch overhead.

It is along the forest edge that you'll see most of the forest's bird life. Red-eyed vireos and redstarts, tanagers and grosbeaks, veeries, and wood thrushes, and warblers galore play hide-and-seek in the tangle of wild grape and bittersweet.

With the coming of fall, the leaves of the trees turn from green into scarlet and yellow and brown. The leaves fall—and the trees stretch their naked branches toward the winter sky.

Raccoon
Longtail weasel
Box turtle
Wood thrush
Ovenbird
Red eft
Ruffed grouse
Ringneck snake

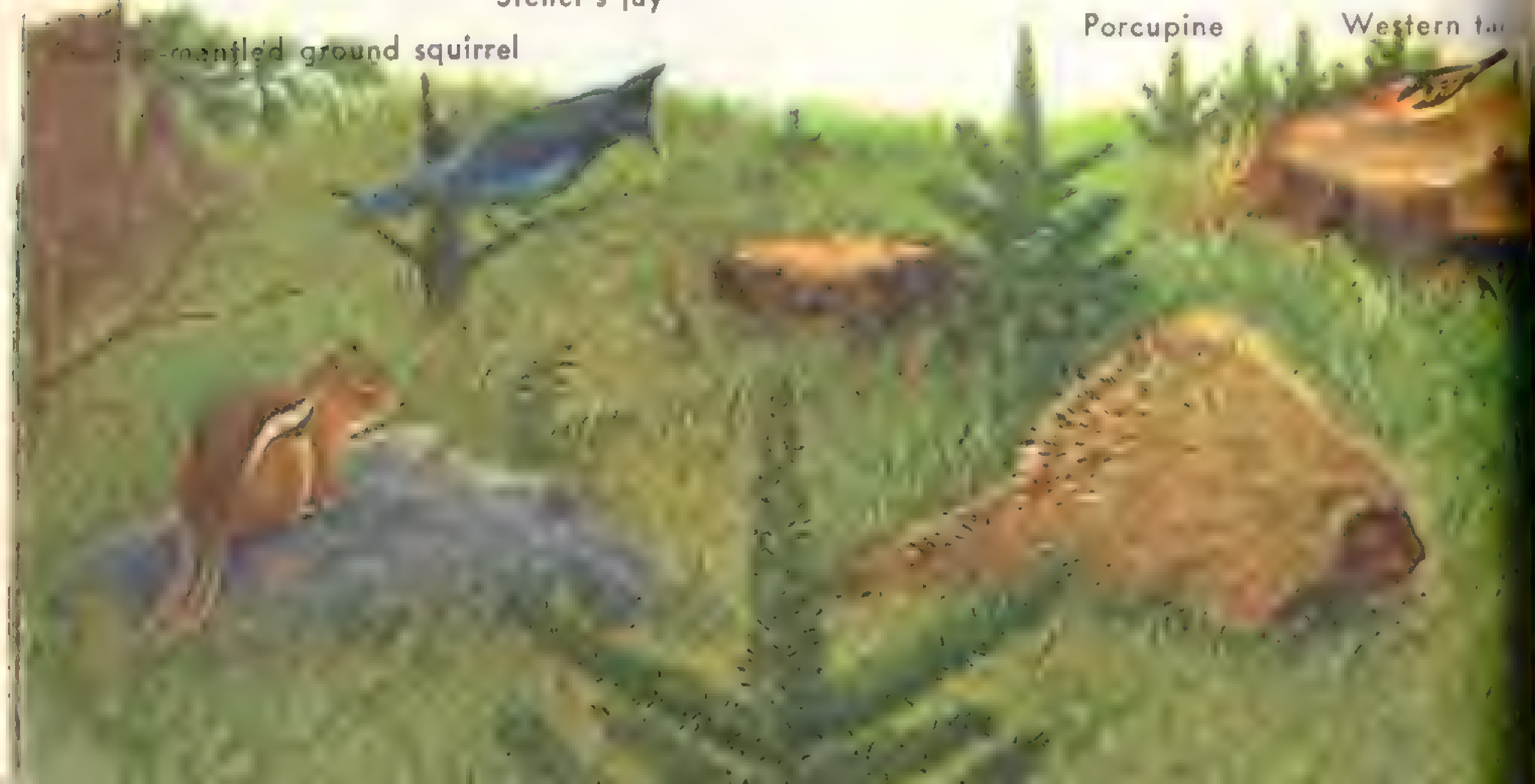

Douglas fir
Red squirrel
Western white pine
Elk

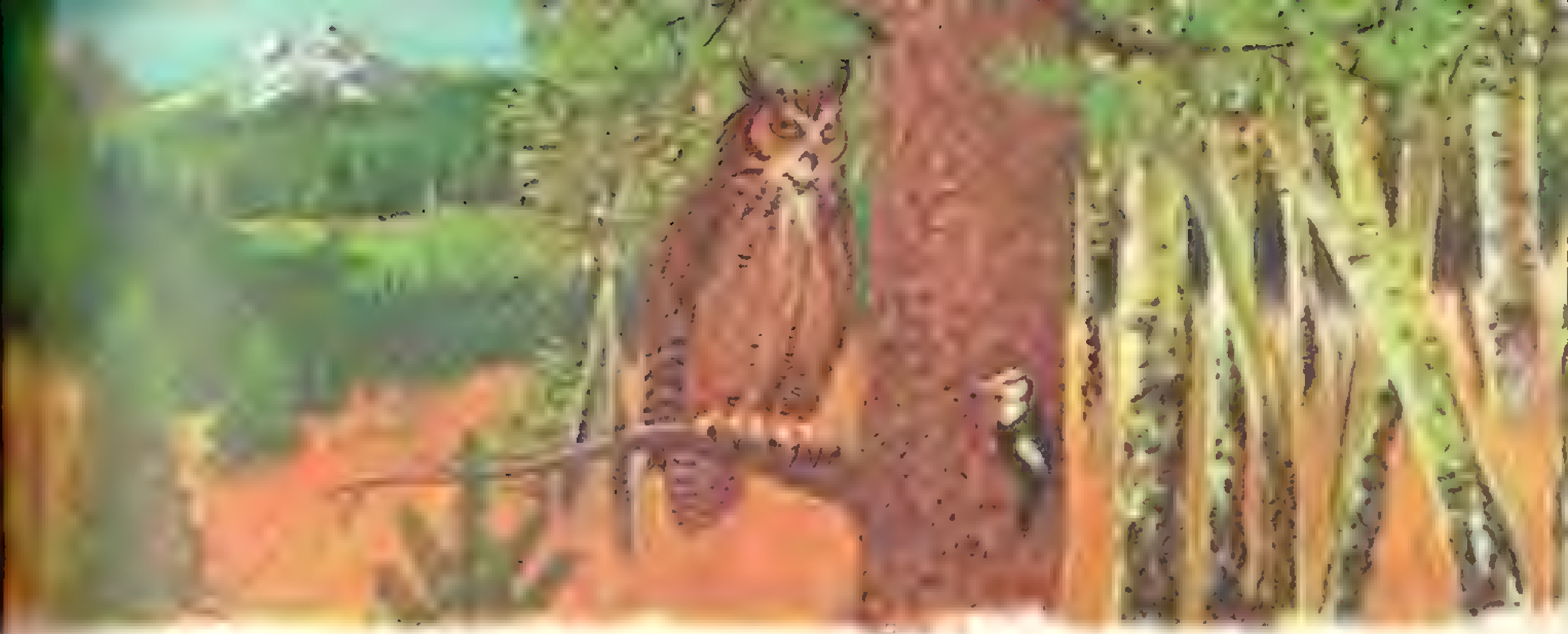
The Evergreen Forest. Along the border of Canada from Maine to Minnesota, and westward from Montana to the Pacific stretch dense forests of spruce and balsam and pine and hemlock—poking an arm southward along the Appalachians, an even broader arm down over the Rockies, and still another deep into California.

In these areas, evergreens thrive—in the North through long, cold winters with lots of snow, in the Northwest through dampness and year-round cool weather. In summer and winter the forests are green—the trees shed some of their needles from time to time, but there are millions more of them.

Walking through an evergreen forest is like walking on a carpet. The dead needles have formed a floor covering that is soft and springy under your feet.

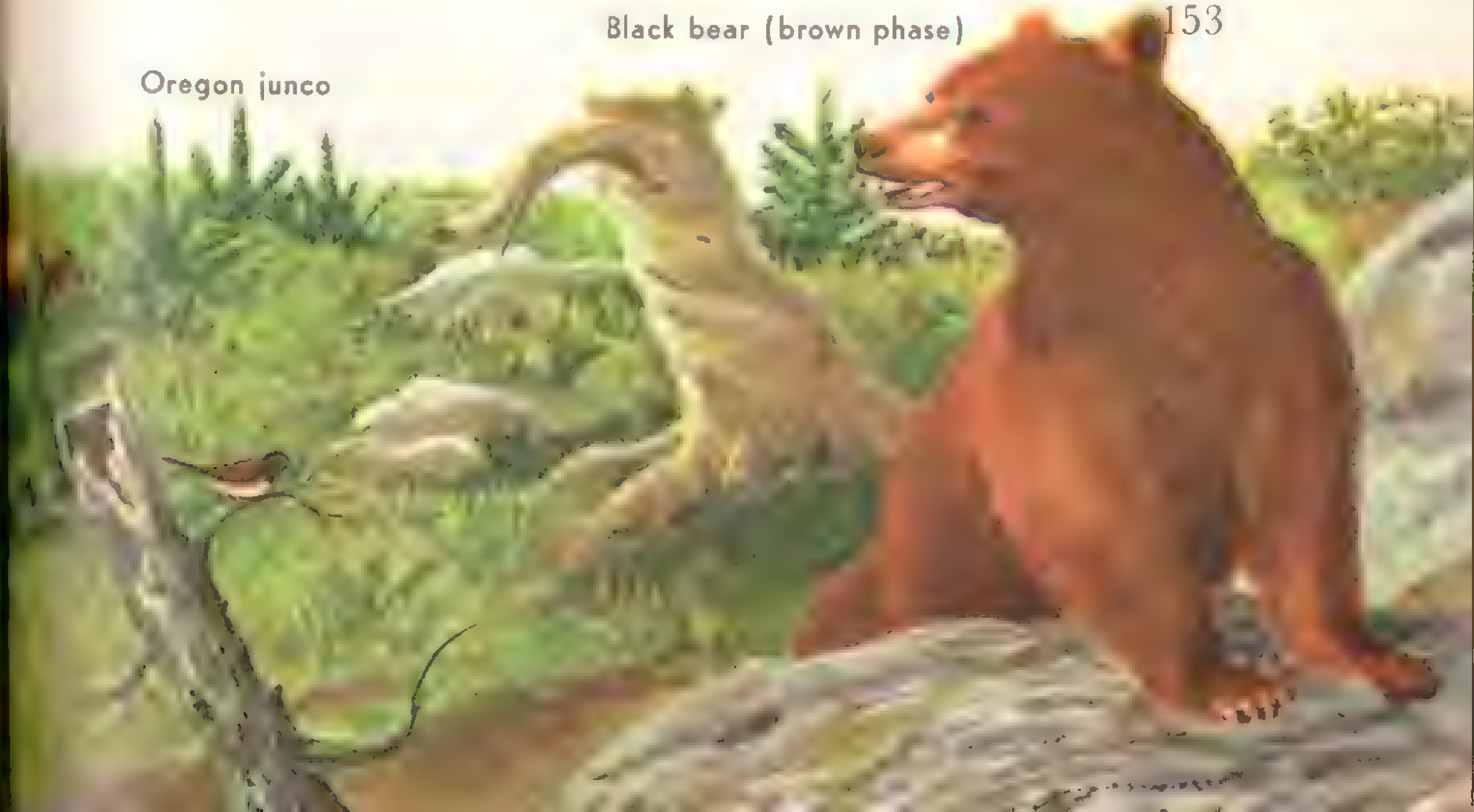
You stop beside a tall pine. Under it you have noticed a number of small, oval clumps: owl pellets—indigestible food parts spit out by the bird. You look up. An owl is sitting high in the tree. In another tree nearby, a red squirrel stops picking a pine cone apart and looks at you. In another, a porcupine is sleeping.

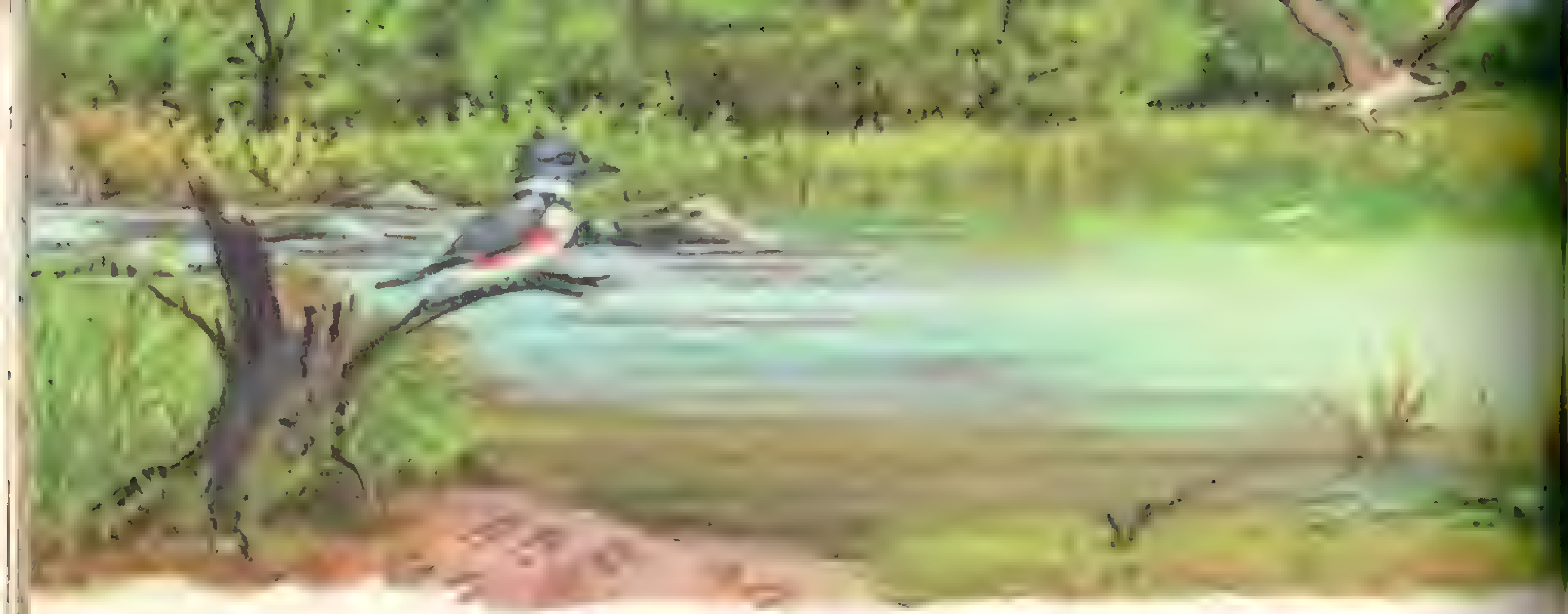

Steller's jay
-mantled ground squirrel
Porcupine
Western t


Great horned owl
Lodgepole pine
Quaking aspen
White-headed woodpecker

Ahead of you, the woods open up into a glade. Here you find a different kind of vegetation—maybe a few birches or aspens, and a covering of ferns and low shrubs, blueberries and huckleberries. And here also you come upon most of the bird life—kinglets and thrushes, juncos and finches, jays and chickadees.

The farther you get from civilization, the better your chance of seeing our largest American animals. High up in Maine you may surprise a black bear or a moose. In the West, a mule deer or a black-tailed deer may force its way through the thicket ahead of you, and you may come upon a herd of elk.


Oregon junco
Black bear (brown phase)


Belted kingfisher
Deer tracks
Osprey

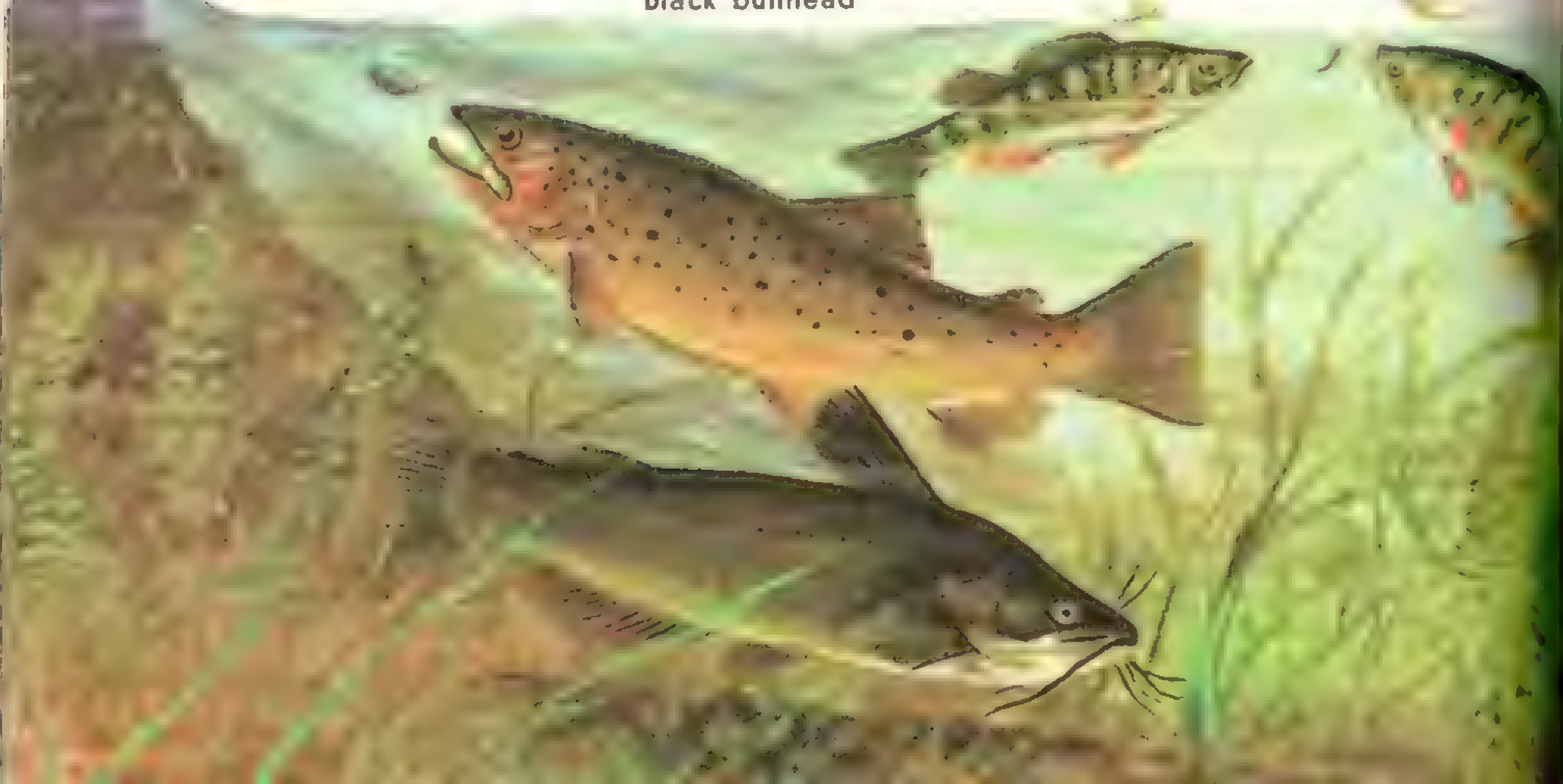
Streams and Lakes. Our rivers and streams are the veins and arteries that carry life-giving water throughout our land. Wherever water flows, plant life and wildlife abound.

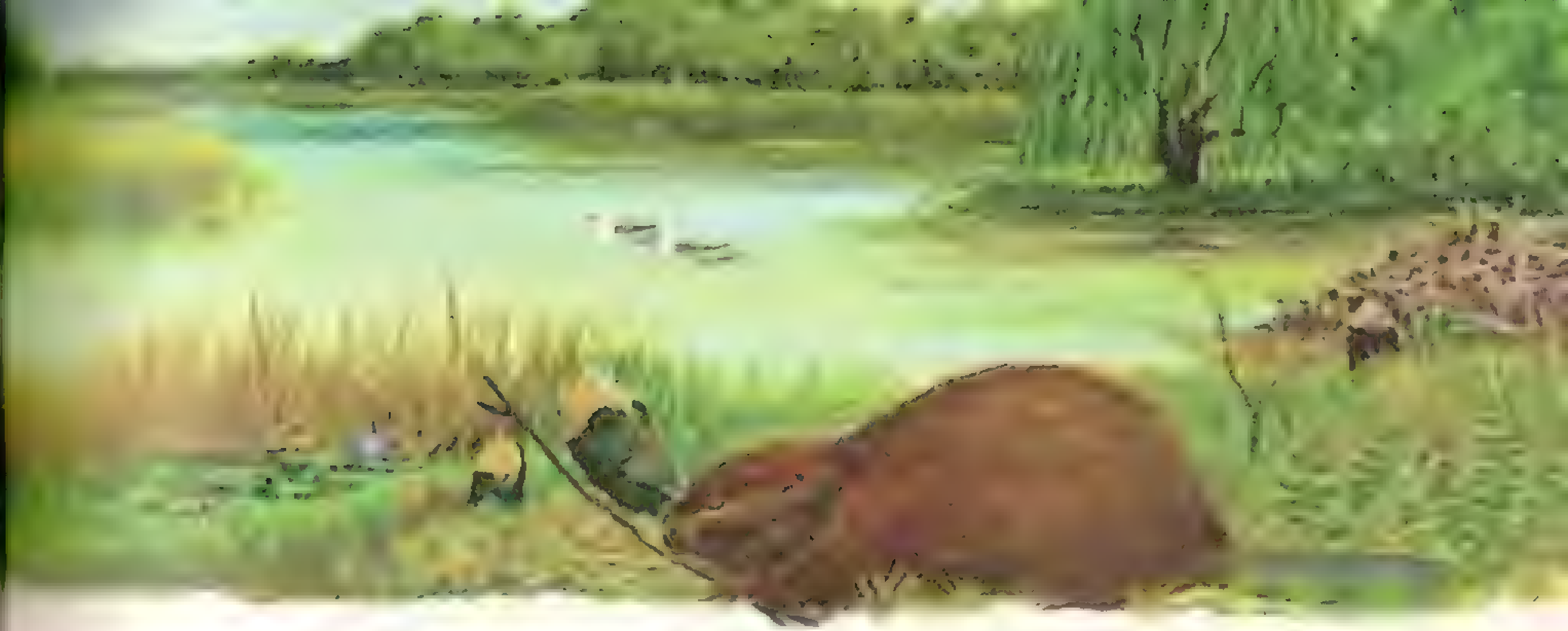
If you happen to be hiking along a gently flowing river, you may come upon a colony of beavers and catch sight of muskrat and mink. Along the riverbank, reeds, sedges, and cattails form a wet jungle that's alive with birds.

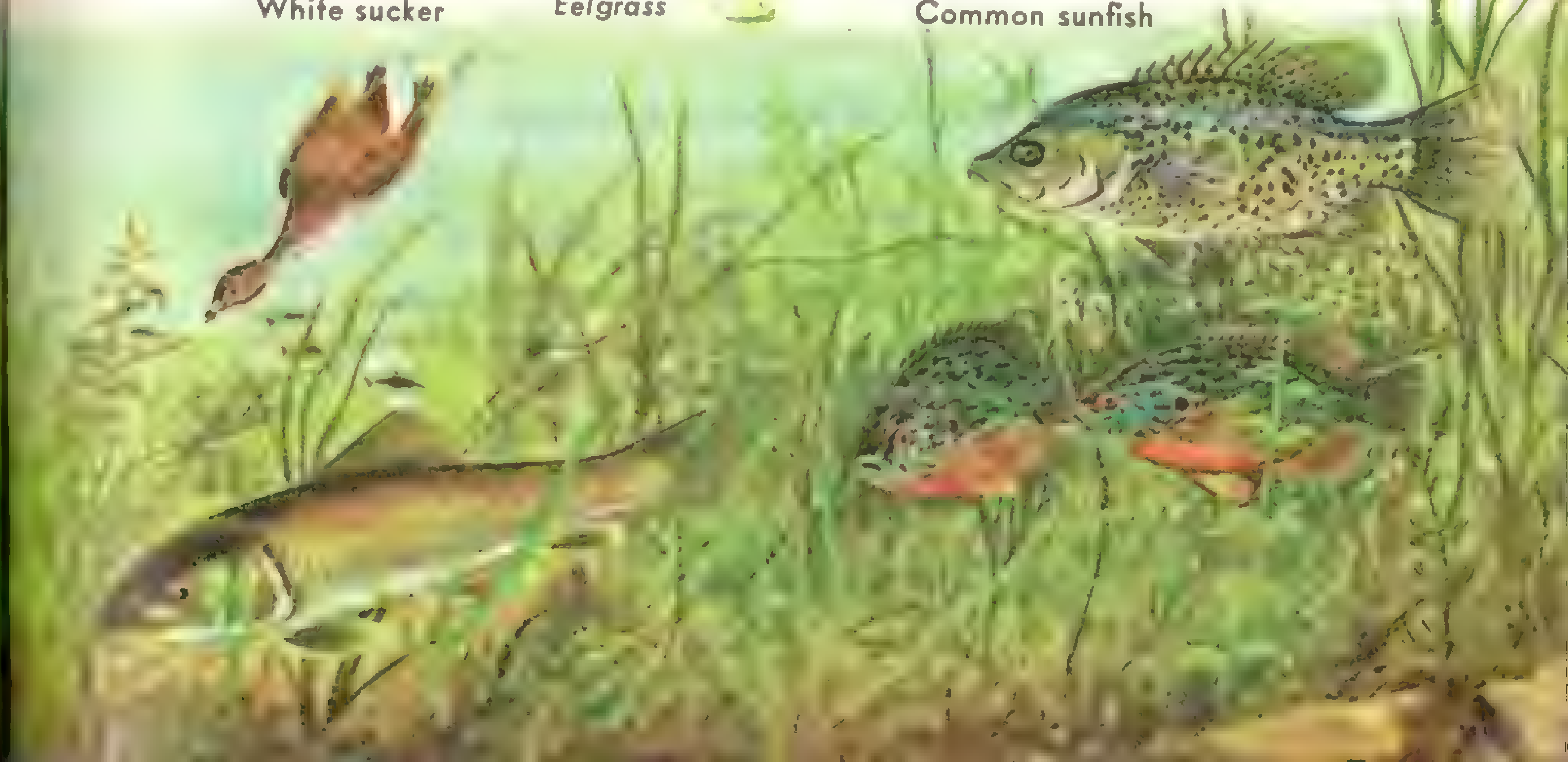
Where the river opens up into a lake, you have your best chance to study our diving ducks: canvasbacks, redheads, scaups. At some point along the water's edge the ground may be crisscrossed by the tracks of deer, raccoon, and opossum. Overhead soars an osprey. And from a branch above you, a kingfisher plunges into the water in a power dive and comes up with a fish.

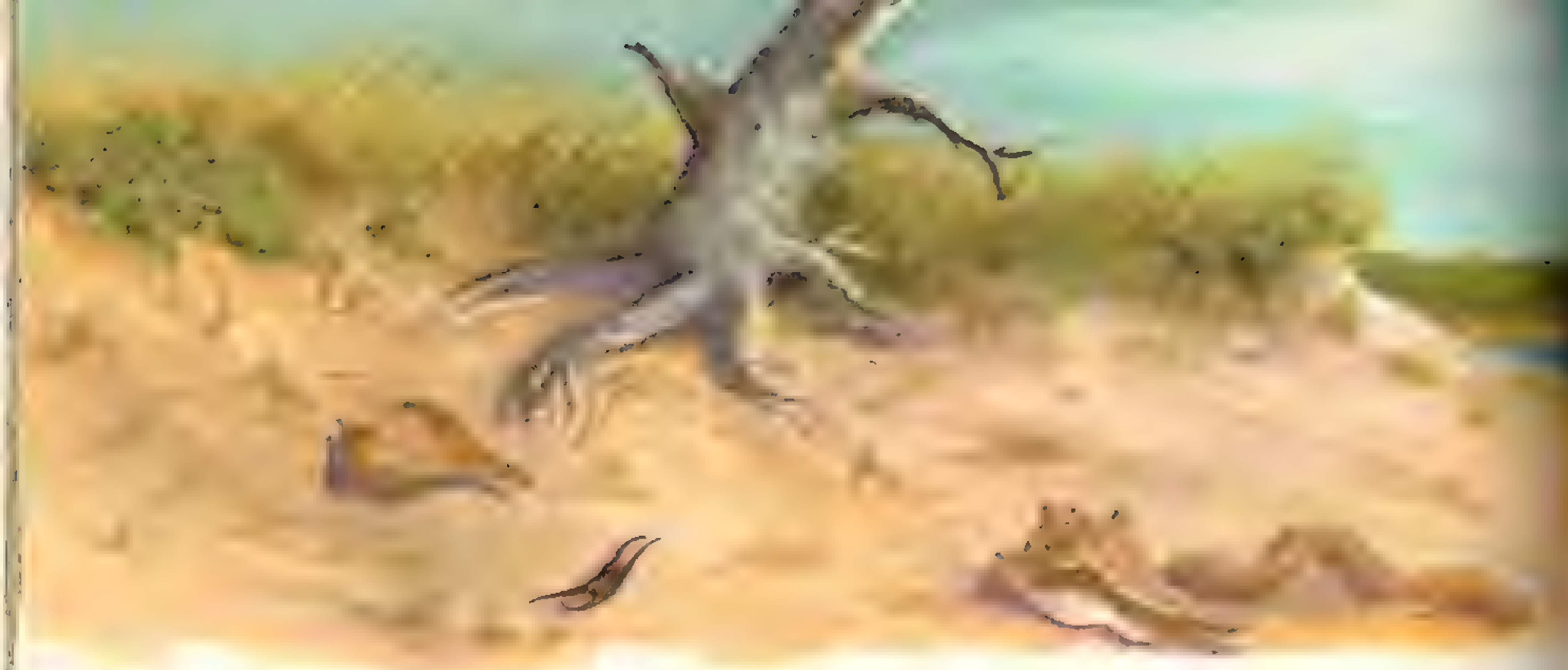
The large, deep lakes of our northern states were formed during the ice age more than two million years ago and will probably remain lakes until another ice age comes along. Shallow lakes may slowly be filling up and turning into marshes and fields—but others are being formed all the time. Numerous farm ponds are added each year, and the damming of rivers for electric power or flood control has created thousands of square miles of new lakes.

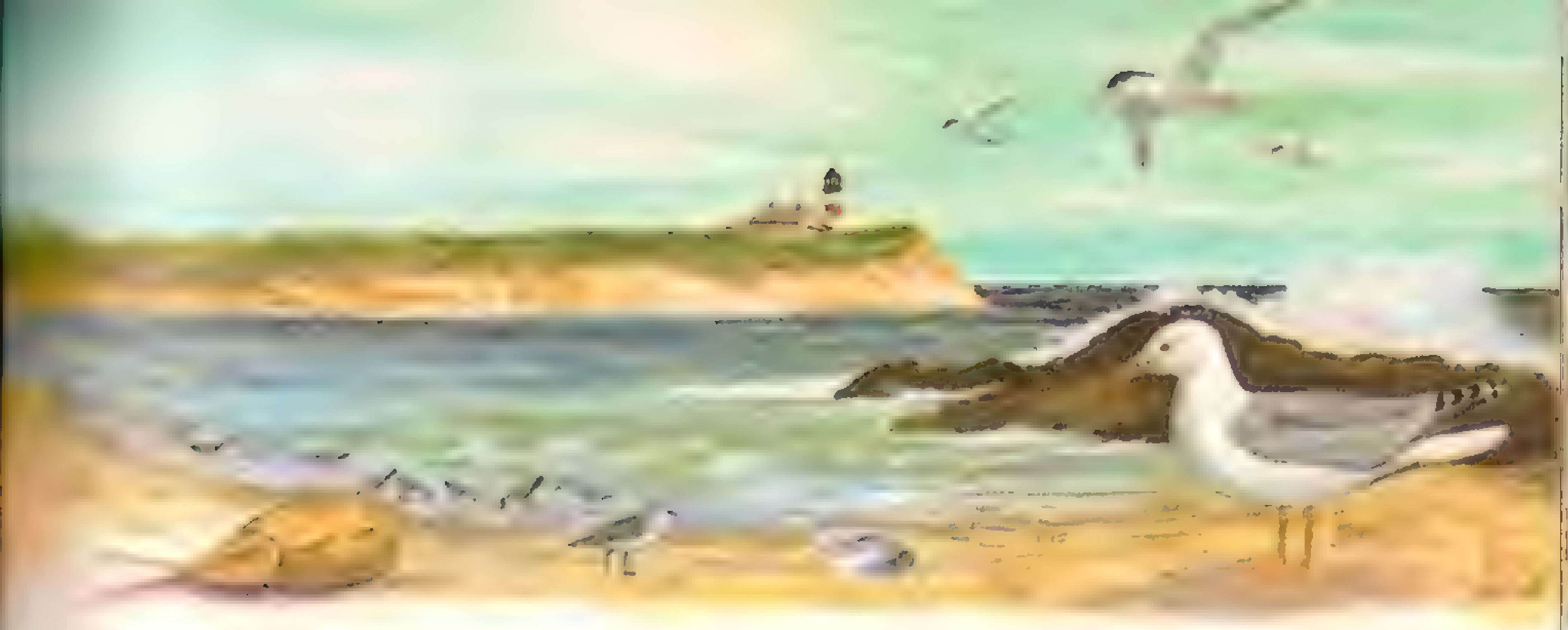
A lake may seem peaceful and quiet—but it is full of surging life. Various water insects flitter and skim over the water, and your eyes catch the flash of a fish below the surface. What kind will it be? It all depends. In a weedy lake, you may expect to find sunfish and perch, pickerel and crappie, and in a muddy pond or slow-moving river, catfish and suckers. But any angler will tell you that brook trout or cutthroat trout must be sought in a fast-flowing stream, and bass and pike and muskellunge in a clear lake.


Waterweed
Brown trout
Black bullhead
Yellow perch
Hornwort


Beaver
Weeping willow
Beaver house


Pied-billed grebe
White sucker
May fly
Eelgrass
Calico bass or crappie
Common sunfish


Channeled whelk
Skate egg case
Left-handed whelk
Whelk egg case


Horseshoe crab (dead)
Semipalmated sandpipers
Common terns
Herring gull

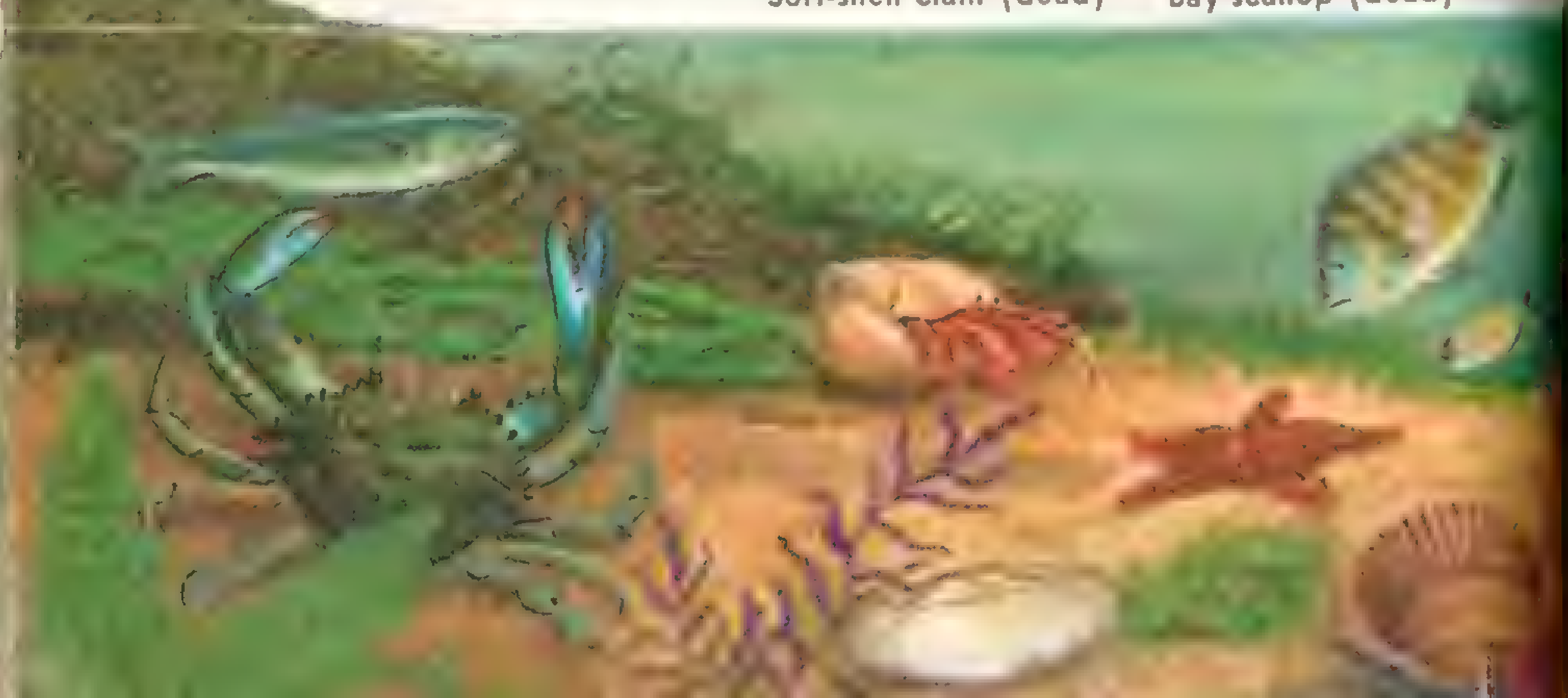
Seashore. If you live near ocean or gulf, a hike may take you t the shore. There is plenty to see whether you walk along the "rock bound coast" of Maine or California, along the beaches of th east coast or the flats of the Gulf.

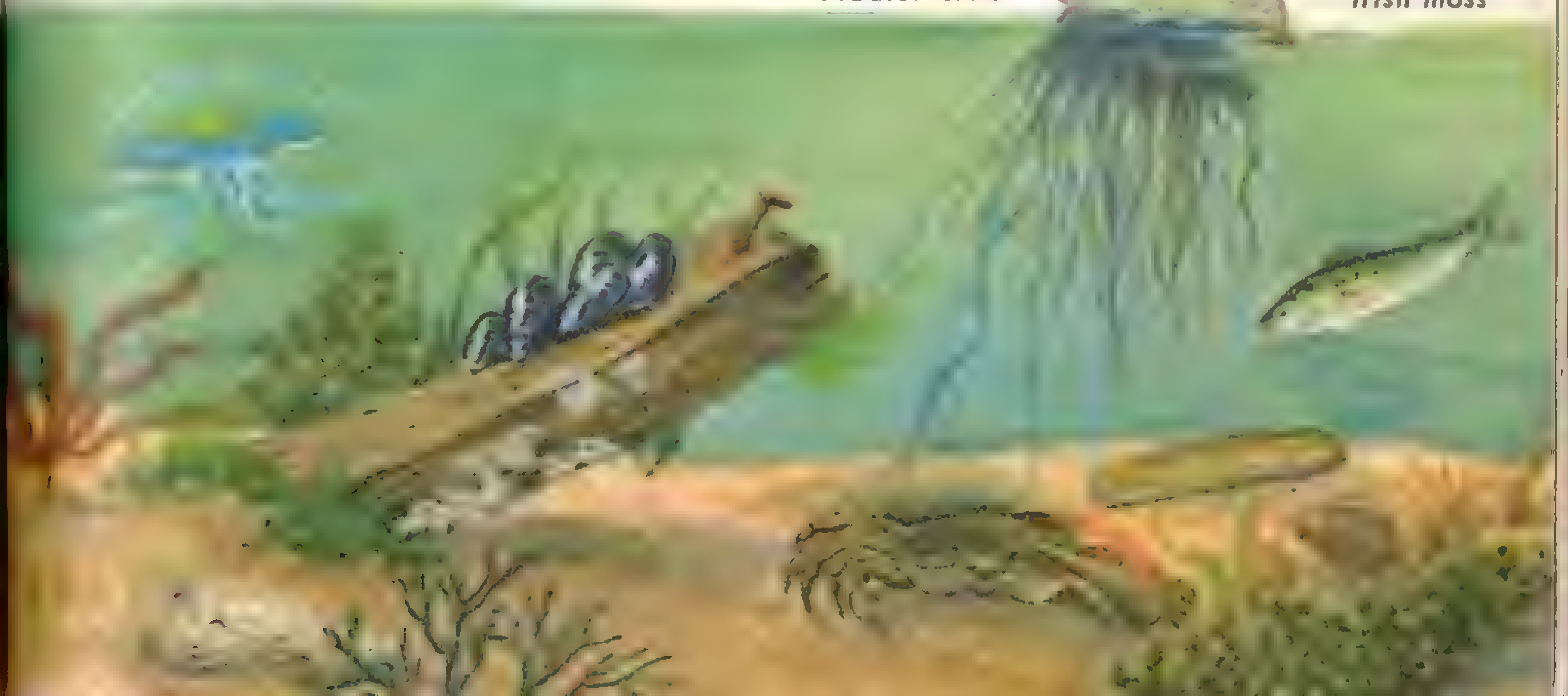
The plant life is determined by the soil—or the lack of it—and by temperature and tide, by wind and salty spray. Along a rock coast, you may find groves of storm-gnarled pines. Along sand shores, you may reach the water's edge through dunes held in plac by beach grass, or through thickets of beachplum or bayberrie

Where the coast is rocky, you should have no difficulty findin a tidal pool where some of the water was trapped when the tid went out. Count the number of different periwinkles and othe small snails and look for tiny crabs, starfish, mussels, barnacles

You will find almost as much life on a sandy beach as in a tidal pool, but you will have to look closer for it. You may see the tracks and the holes of fiddler crabs or ghost crabs, the shells of dozens of different kinds of mussels and chitons and whelks, the quaking masses of stranded jellyfish, and, where the water is warm, the bloated balloons of Portuguese man-of-war. Sandpipers sweep down in flocks of a dozen or more and run along the water's edge, thrusting their bills into the sand to pick up tasty morsels. Terns skim over the water on long, pointed wings, and gulls settle down on the waves for a few moments of rest.

You may have the idea that here, at least, is a place where plant life is of little importance. But you'll be wrong. In addition to seaweeds, the ocean is full of tiny plant—algae—that make up the main food of small water creatures and tiny fish which are eaten by larger fish, which in turn are eaten by still larger ones.

Rockweed
Sea moss
Bluefish
Blue crab
Spearing
Sea lettuce
Hermit crab (in moonshell)
Soft-shell clam (dead)
Common starfish
Bay scallop (dead)
Sheepshead p
Butte


Blue jellyfish
Oyster (dead)
Blue mussels
Rock barnacles
Fiddler crab
Portuguese man-of-war
Razor clam (dead)
Common mackerel
Periwinkle
Irish moss


Yucca
Gila woodpecker
Saguaro cactus
Cactus wren
Staghorn cholla
Desert sparrow
Road runner
Beaver-tail
Zebra-tailed
cactus
Ocotillo
Scissor-tailed flycatcher
Gila monster
Badger
Crissal thrasher
Century plant
Yuma antelope squirrel
Teddy bear cholla
Horned lizard

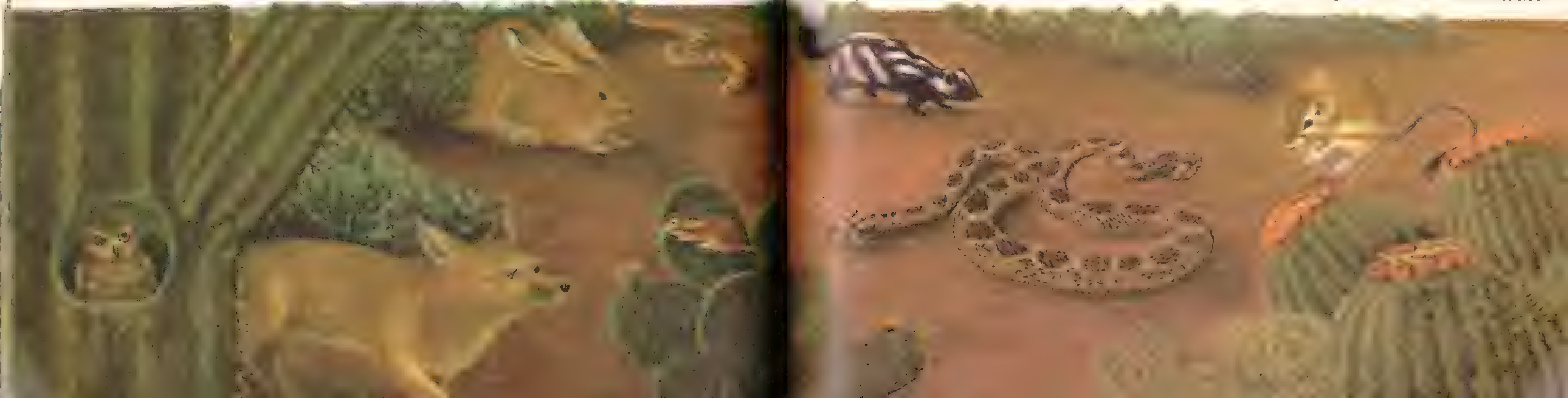
Western Deserts. To most people, the desert is a desolate, uninhabited place with little beauty. They just haven't taken the time or picked the season to look. Come into the deserts of Arizona or New Mexico or California in April or May when rain sweeps across the parched land. Then the desert blossoms out—with cactus and yucca in bloom and the ground covered with tiny flowers.

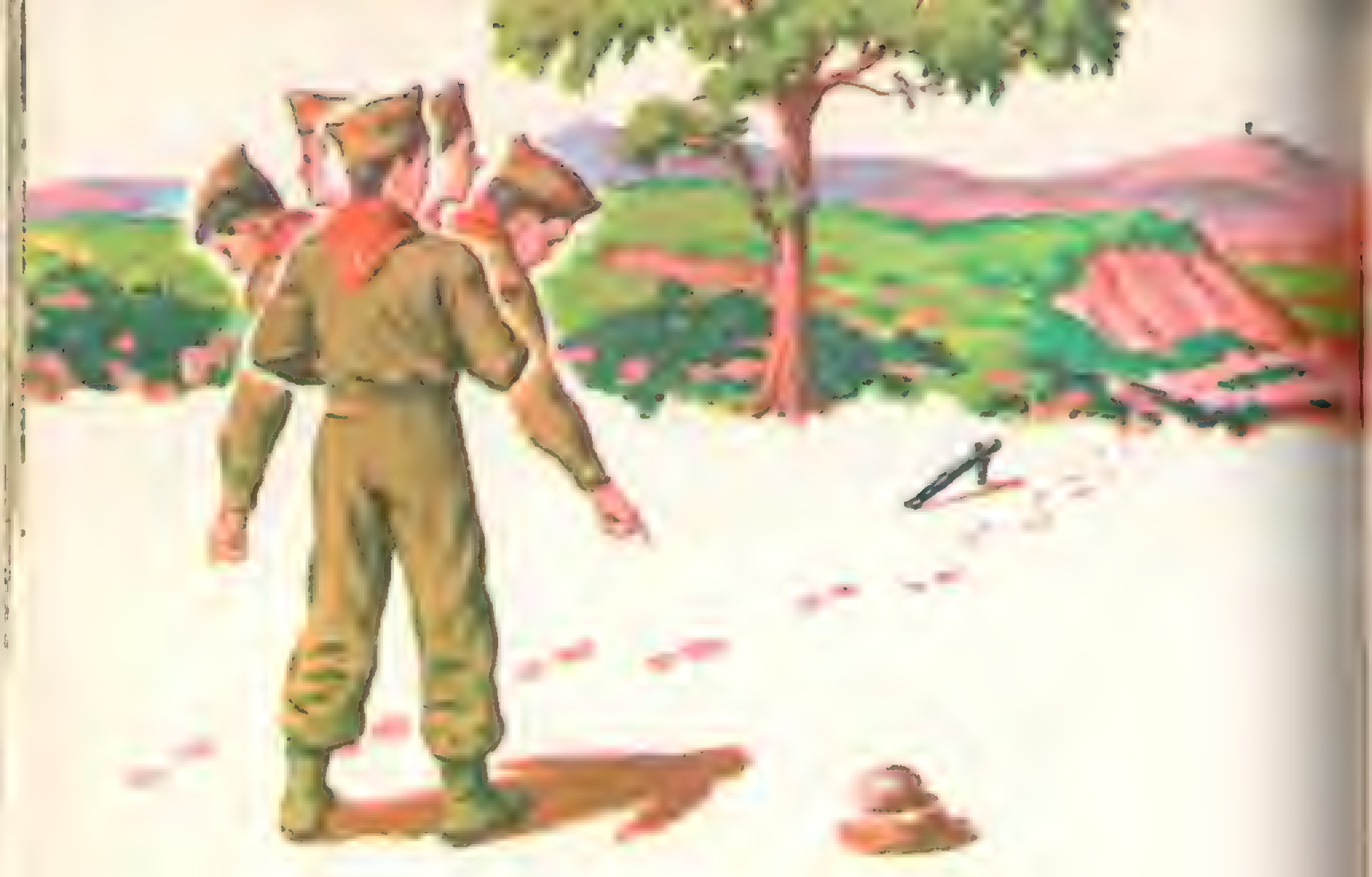
Here you have proof that water is the only thing needed to turn a desert into a garden spot—the soil of most of our deserts is rich in plant food. Where it has been possible to irrigate the soil, the desert has provided land for cultivation—for citrus trees in the South, for grain and pasture farther North. Perhaps some day within your lifetime, when someone has invented a cheap way of making fresh water from salt water, our western deserts may become orchards and fields irrigated by water from the Pacific.

In the middle of the day, a desert seems without life—most animals and birds are hiding from the heat. A road runner may scurry over the sand, and you may see and pick up a horned toad which isn't a toad at all but a lizard. But don't pick up a Gila monster if you find one—it is our only poisonous lizard.

In the cool of the evening, the desert comes alive. Desert mice, pack rats, kangaroo rats, ground squirrels, leave their burrows and hustle about for plant and insect food, and diamondback rattlers and sidewinders go hunting. The tiny elf owl flies out from its nest. Jackrabbits, spotted skunks, foxes, and coyotes go on the prowl.

By daybreak, most of the animals seek shelter. But that is the time to see the desert's bird life. Woodpeckers hammer for insects, flycatchers snap them from the air, thrashers peck for them in the sand. Warblers and orioles sing from their perches.


Elf owl
Kit fox
Blacktail jackrabbit
Sidewinder
Silky pocket mo
Spotted skunk
Western diamondback rattler
Kangaroo rat
Barrel cactus



Trailing

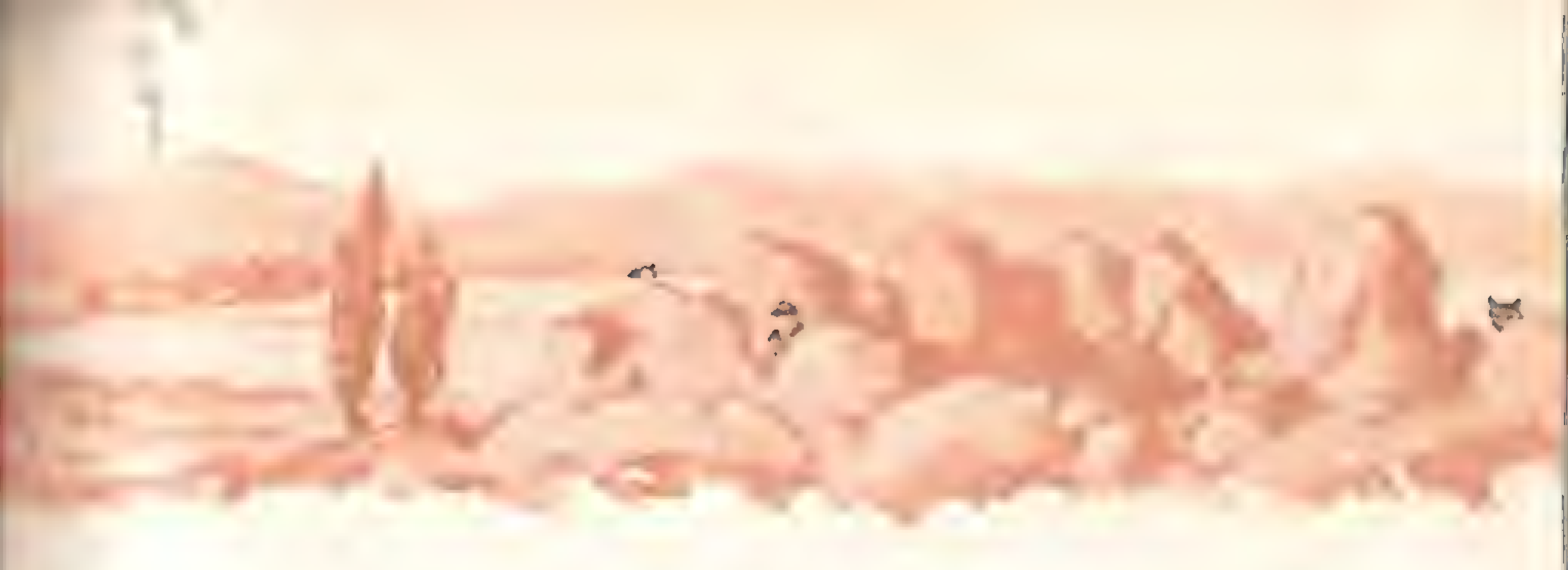
On a hike, you'll get a real kick out of seeing a rabbit or a deer leap across your path or a raccoon scurry into the thicket. But wouldn't it be far more fun if you could get so close to the animal that you could see what it is doing, how it lives?

To do that, you have to be quite an outdoorsman. You have to master the art of tracking by becoming so observant that you can see the marks the animal made in the ground and can follow them until you hit upon the animal's hiding place. And after that, you have to be so good at stalking that you can sneak up close enough to watch the animal without scaring it away.

You have to be good at trailing before you can become good at tracking. The day you are expert at following a trail of simple trail signs, you are ready for tracking.

Follow a trail made with trail signs for half a mile. (NOTE: Instead of this, you may choose tracking or stalking.)

Trail Signs. Scout trail signs are scratched in the ground with the point of a stick or shaped from twigs or pebbles. A small arrow means "This is the trail." An *X* is a warning, "This isn't the trail—don't go this way." A square with a number in it and with an



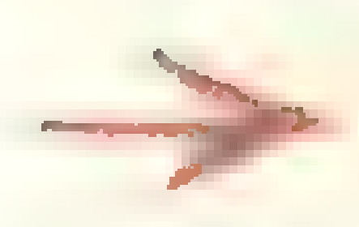
arrow means "I've hidden a message in this direction, as many steps away as the number says." A circle with a dot in the middle tells you "This is the end of the trail," or "I have gone home."

Trailing is one of the Scoutcraft skills in which you need the help of a buddy. He will lay a trail for you to follow. Then, when you have had your chance, you lay a trail for him so that he, too, can practice trailing.

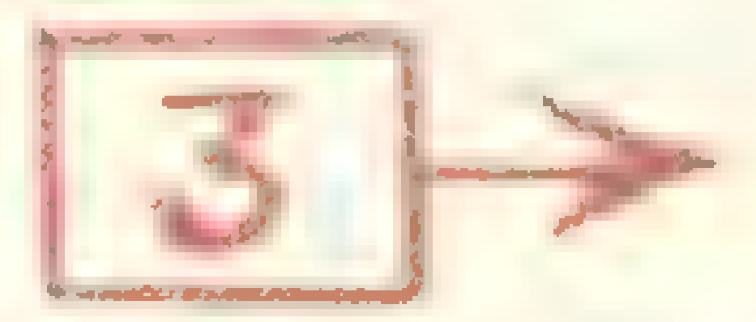
When you follow a trail made up of trail signs, use your eyes and take it easy. Be sure that each sign is actually a sign and not one you are just imagining. If you think you have missed a sign, go back to the spot where you saw the last one and start off again. Destroy each sign as you pass it. If you don't, you may cause a lot of confusion for other patrols, or even for yourself the next time you hike through the same place.

At first, have the trail signs easy to see. Then, each time you practice, have them made smaller and smaller, until your power of observation is so keen that you are able to follow a trail which most people would miss entirely.

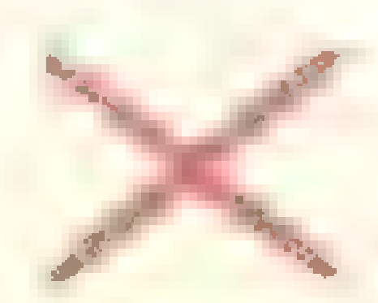
When you have used the Scout trail signs for a while you will probably want to learn the trail signs that the Indians used. They made their signs by placing small stones in certain ways or by knotting grass into small tufts, or by pushing sticks into the ground. Study the illustrations on pages 162-63 and pick the Indian trail signs that you think best suited to you and your gang.



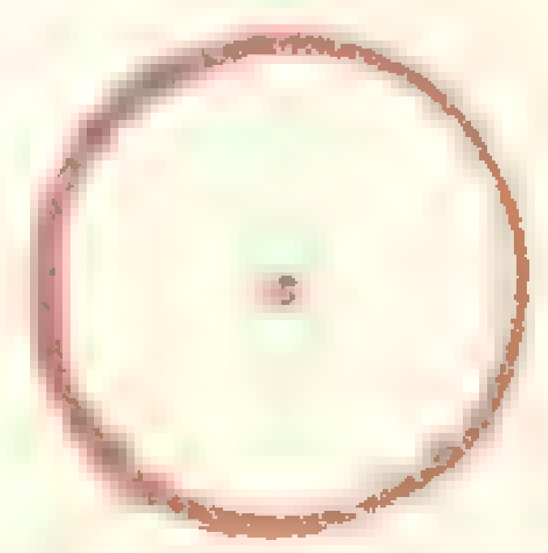
"This is the way."



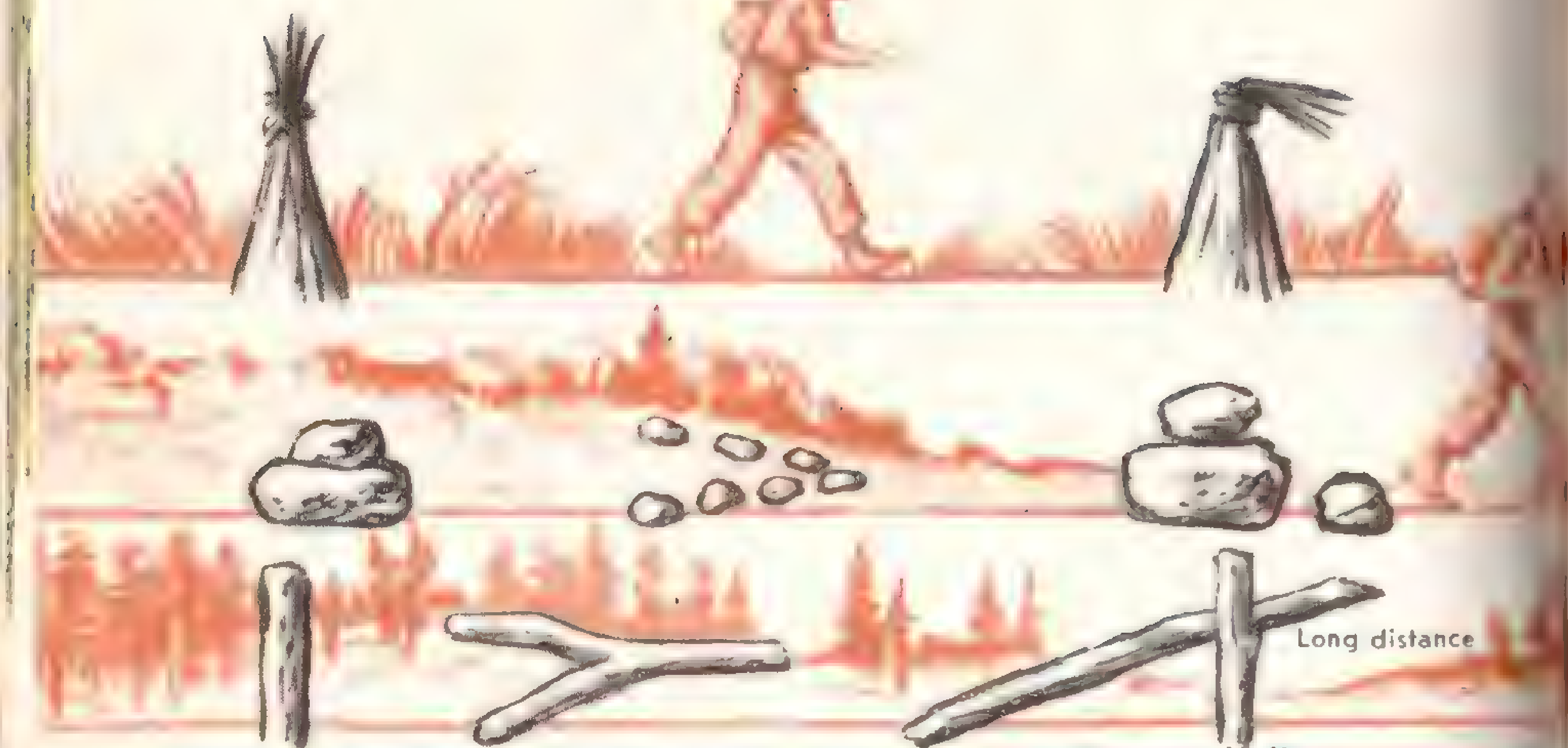
"Message 3 steps this direction."



"This is not the way."



"I have gone home."



"This is the way."

"Turn right."

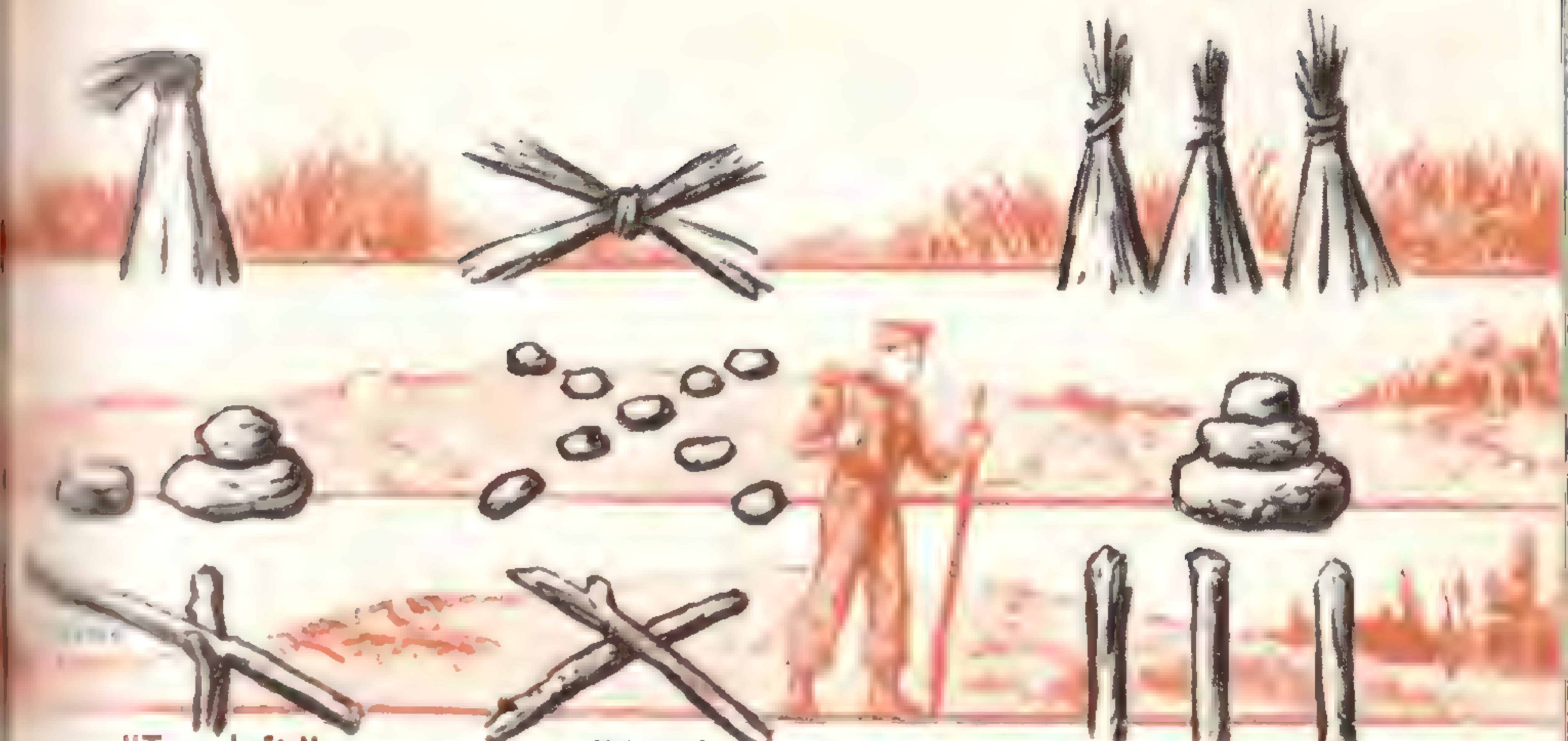
Trailing Fun. A whole patrol can have a lot of fun trailing. How would you like a snappy game of HARE AND HOUNDS, for instance. In this, one Scout is the "hare" and is sent ahead to lay a trail by trail signs. Give the "hare" five minutes to get going, then set out in pursuit to trail him down before he reaches his goal about a mile away.

For still more excitement, try WOUNDED SPY. In this, the boy playing the spy drops a few drops of "blood" (corn or chicken feed dyed red) every couple of steps. The spy has a one-minute head start and must cross the "border" (a brook or a road) a mile away before the "FBI men" (the rest of you) catch him.

Tracking

If you're a fellow with eyes in your head and with a wide-awake mind, you can train yourself to see the smallest track of the smallest animal and figure out what the animal was doing.

Finding Tracks. If you happen to live in snow country, you will find tracks all around you in the wintertime and can follow them easily. At other times of the year and in other parts of the country, you'll find lots of tracks at the edges of rivers and lakes and in the sand along ocean and gulf shores. But remember that tracks alone—that is, actual footprints—do not tell the whole story. Often



"Turn left."

"Not the way."

"Danger! Help!"

small, hard-to-see traces make the story complete: feeding signs, droppings or "scat" left by the animal, hairs around a burrow.

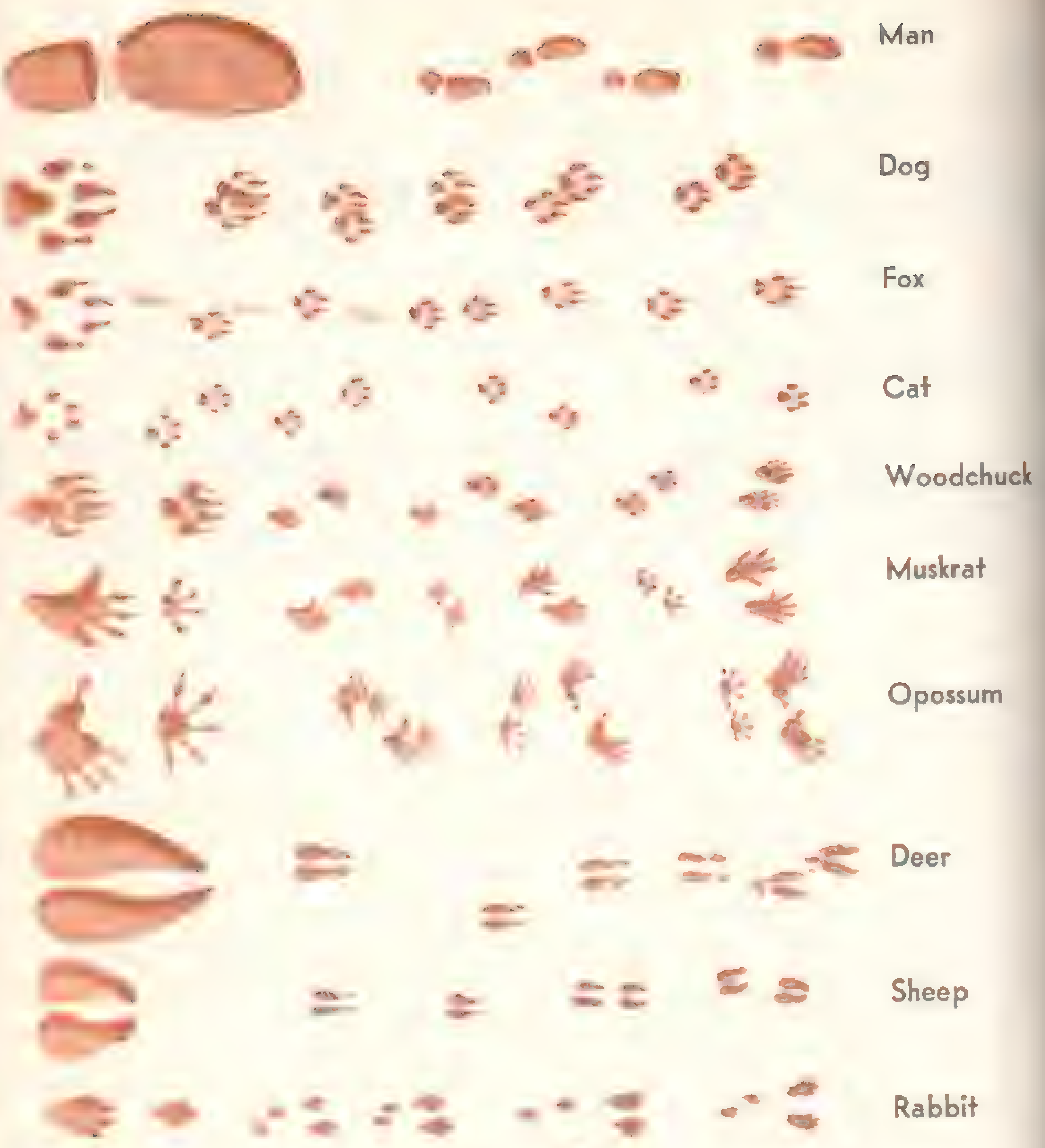
Learn to scan the ground for all kinds of signs of animals or birds and for anything else that may be hidden there. Sweep your eyes slowly in a half circle from left to right over a narrow strip of land directly before you. Then let them roam from right to left over the ground a little farther away. By continuing in this way you can cover the whole area in front of you thoroughly.

Follow the track of a person or an animal in soft ground or snow for a quarter of a mile, reading the main meaning of the track. (NOTE: Instead of this, you may choose trailing or stalking.)

Following a Track. Before you set out to follow a track, decide what animal made it and fix the details in your mind. Then you can be sure that you are always following the right one, even when farther along other tracks may be mixed in with it.

A good look will tell you how old the track is. If it is blunted by rain it must have rained since it was made. So ask yourself, "When did it rain last?" The wind may have blown grass seeds or leaves into it. "When did the wind blow?" The fresher the track, the better your chance to find the animal that made it.

If possible, track toward the sun. The tracks are much easier to see then. The shadows make them look deeper and sharper.



Note: Tracks are not to same

As you follow the track, look up and ahead. It may be all right for a bloodhound to keep his nose to the ground and sniff at each track, but not for you. Instead, look at the track as a whole. The imprints of the whole track often stand out plainly where it may be hard to see the separate tracks. Through grass, for instance, a track looks like a streak because the bent grass reflects the light differently from the rest. On hard ground the track may show up through a number of small details—displaced pebbles, cracked twigs, turned-over leaves that show their damp and therefore darker underside.

If you lose the track at any time, say to yourself, "Where would I go from here if I were the animal?" Look in that direction. If that still does not help you pick up the track, mark the last imprint with a stick or with your handkerchief and "cast" around this marker—that is, walk around it in an ever-widening spiral until you find the track again.

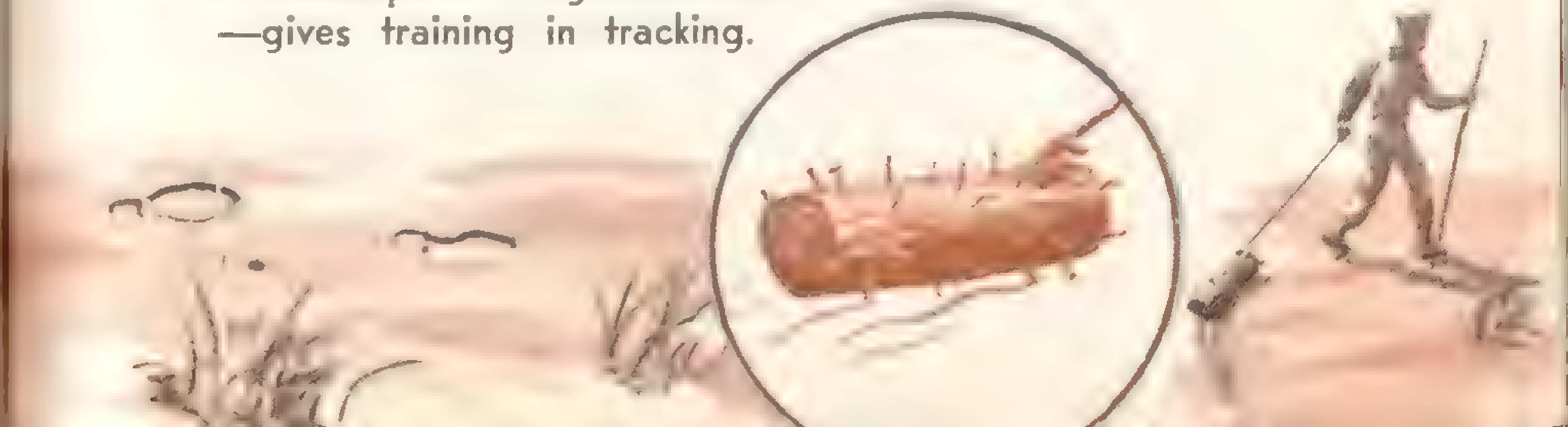
Careful now! Those last tracks look as if they are freshly made. The animal you are tracking may be just ahead of you. Stop, look, and listen! There it is! Now stalk up close to it!

Stalking

Stalking is the ability to travel through woods and fields unseen and unheard. It is one of the most American of all Scoutcraft skills. The early Indians were expert stalkers, whether on the hunt or on the warpath. Pioneers and trappers depended on their stalking to bring home food and furs.

There is adventure to stalking. It is also a wonderful physical fitness conditioner. It takes plenty of muscle control to walk silently and to keep your body in perfect balance at all times. And it takes strength to move forward in the unaccustomed positions that stalking calls for, using muscles you don't ordinarily realize that you have.

A "whifflepoof"—log with nails —gives training in tracking.



Follow another Scout who knows that you are stalking him for a distance of half a mile without being seen by him. (NOTE: Instead of this, you may choose trailing or tracking.)

Stalking Hints. Animals depend on their keen senses of smell and hearing to protect themselves. Some have sharp eyesight as well—others are nearsighted: They see movement, mainly, but not details.

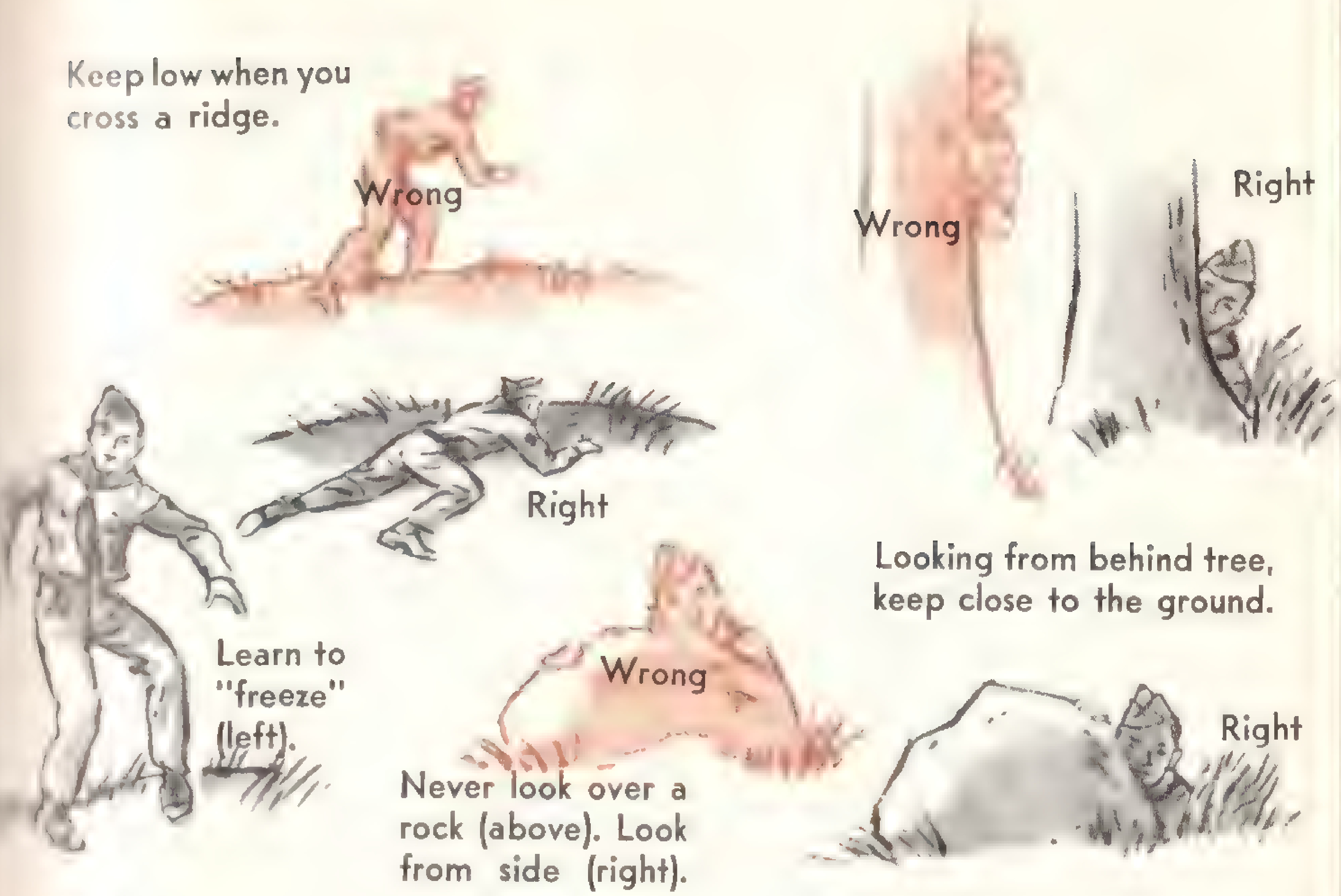
If an animal gets your scent or hears you, good-by! Therefore approach it carefully with the wind in your face. If you have discovered it from the wind side without disturbing it, make a half circle around it before you continue. To find the wind direction on a still day, wet a finger in your mouth and hold it up. The side toward the wind will feel cooler.

Silent motion is important. Move slowly and carefully. A quick or jerky motion is easily detected and may scare the animal. Watch where you place your feet—the cracking of a dry twig may sound like a pistol shot. Move ahead swiftly when wind rustles the leaves.

Have your body under complete control. If the animal detects you, "freeze" on the spot—that is, become absolutely motionless. If you keep perfectly still, the animal may look directly at you without noticing you, then quiet down again. Did you ever see a cat "freeze" in front of a mousehole? That's the idea.

Choose the right background. In Scout uniform you blend naturally into underbrush and grass. But whatever you wear, against the sky you will always show up sharply. So keep low if you have to cross a ridge.

How good a stalker are you? How close can you get to a herd of grazing deer?



Keep low when you cross a ridge.

Learn to "freeze" (left).

Never look over a rock (above). Look from side (right).

Looking from behind tree, keep close to the ground.

Make good use of anything that will hide you—trees, stumps, bushes, rocks, large clumps of grass. Do not look out from the side of a tree—get down low next to the trunk. Never look over a rock—look around it with your head close to the ground. To prevent your shadow from giving you away, stick close to your cover so that its shadow blends with yours.

The way you hold yourself depends on how close you are to your quarry and the cover you have to hide behind. If you are far away among trees and high shrubs, use an upright position. If the bushes are low, crouch and move ahead with knees bent and your body leaning from the hips. Closer to your prey you may have to get into a "cat creep"—creeping on hands and knees, with your back flat, your head and buttocks low. In low grass, you may have to worm along in a belly crawl—pushing yourself forward with chest and stomach to the ground, drawing up one leg digging it in, straightening it out.

Practice Does It. This stalking business is not something you can learn by reading about it. You need practice—lots of practice. And the best practice you can get is right in your own patrol, playing stalking games until you get so good that you can sneak up on your patrol pals without being heard or seen.

Here are a couple of games that will give you a good start:

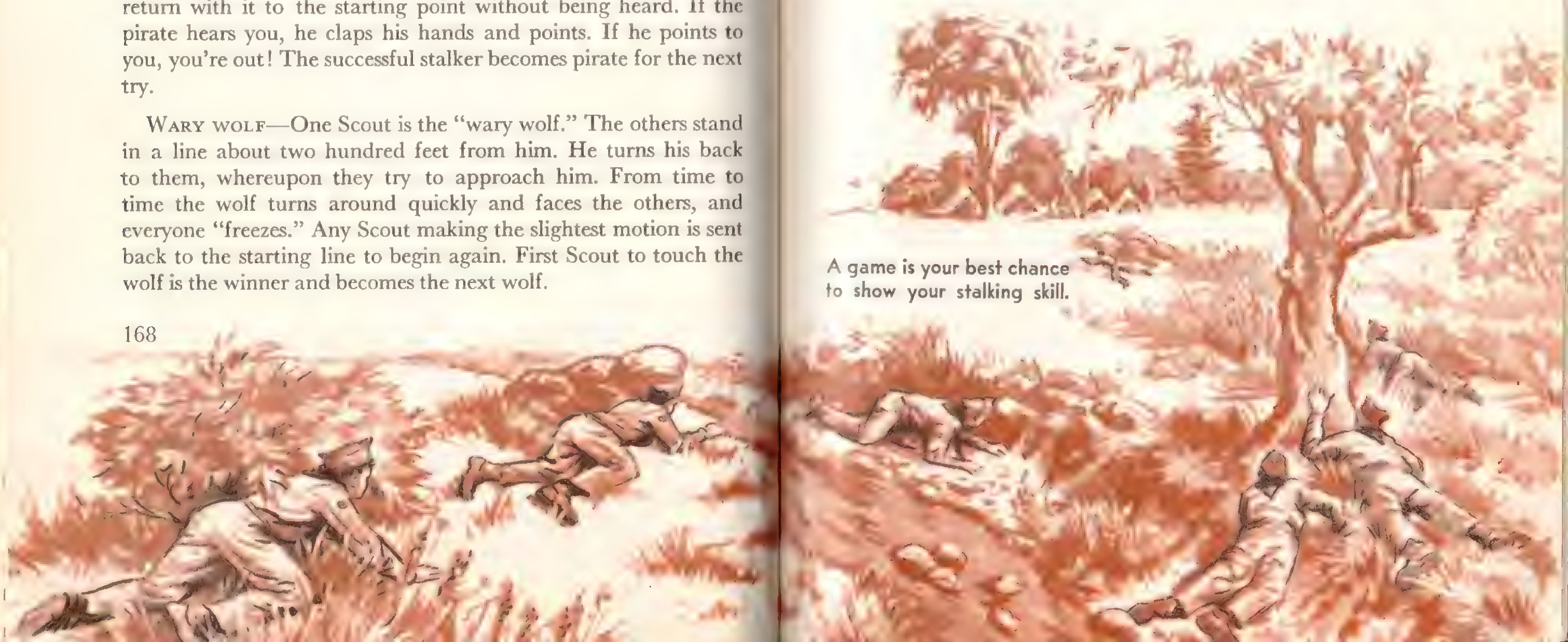
Sleeping pirate—One Scout is the "pirate." He is blindfolded and sits on a log, guarding an empty matchbox at his feet. The other fellows form a circle around him, about one hundred feet away. The idea is to sneak up to the pirate, take the box, and return with it to the starting point without being heard. If the pirate hears you, he claps his hands and points. If he points to you, you're out! The successful stalker becomes pirate for the next try.

Wary wolf—One Scout is the "wary wolf." The others stand in a line about two hundred feet from him. He turns his back to them, whereupon they try to approach him. From time to time the wolf turns around quickly and faces the others, and everyone "freezes." Any Scout making the slightest motion is sent back to the starting line to begin again. First Scout to touch the wolf is the winner and becomes the next wolf.

After these two games you are ready for two others that are quite a bit tougher:

Deer stalking—One Scout is the "deer" and takes up a position in a forest or a field. The other patrol members walk away from him two hundred feet in different directions, where all fall down. On a signal, the Scouts move toward the deer, using whatever cover is available. When the deer sees a Scout, he yells to him to stand. The Scout who comes closest without being seen wins and becomes the next deer.

Patrol against patrol—Two patrols line up two hundred feet from each other, with the Scouts about thirty feet apart. On a signal, the Scouts fall flat to the ground and proceed to stalk toward the opposite team. If a Scout in one patrol gets near enough to a Scout in the other patrol to identify him, he calls out his name, and the Scout identified goes out of the game. The winning patrol is the one that gets most Scouts through the opposite line in a given time.



A game is your best chance to show your stalking skill.

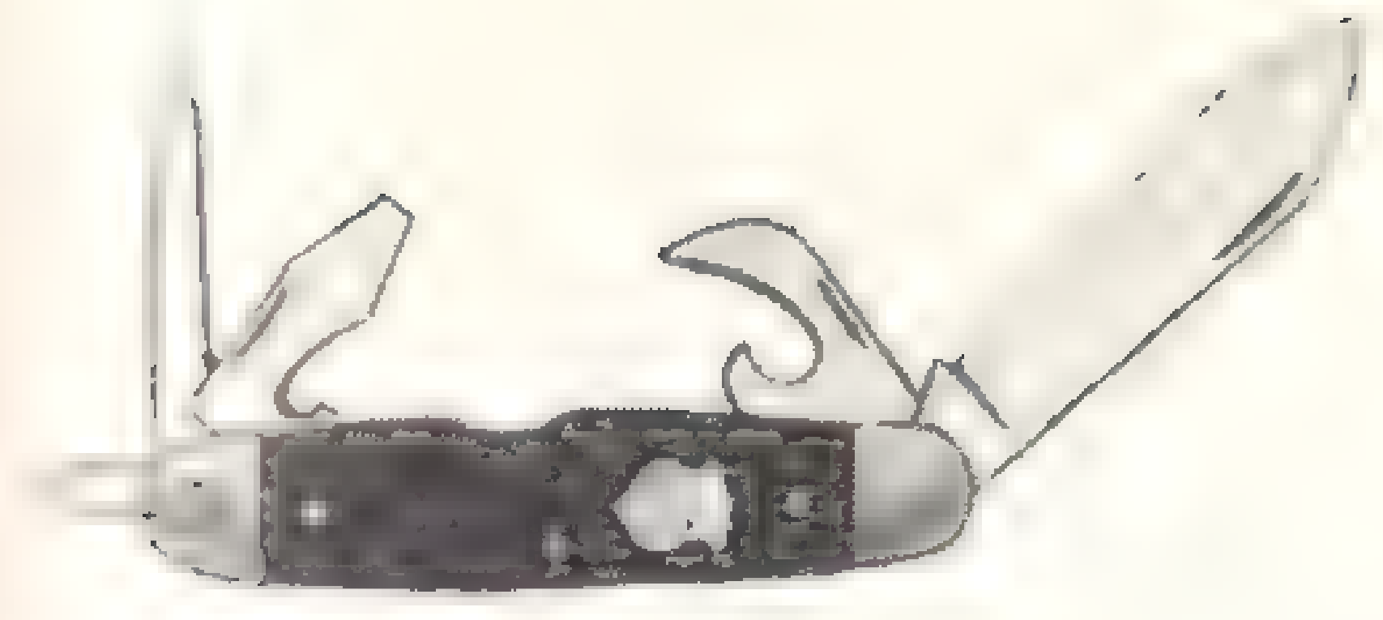
COOK A MEAL

"When do we eat?" That's an important question when you're on a hike. There's nothing to make you hungry like roaming the woods and the fields. The excitement of being out with the gang, the fresh air in your lungs, the exercise—all of them make you feel hungry enough to eat an ox.

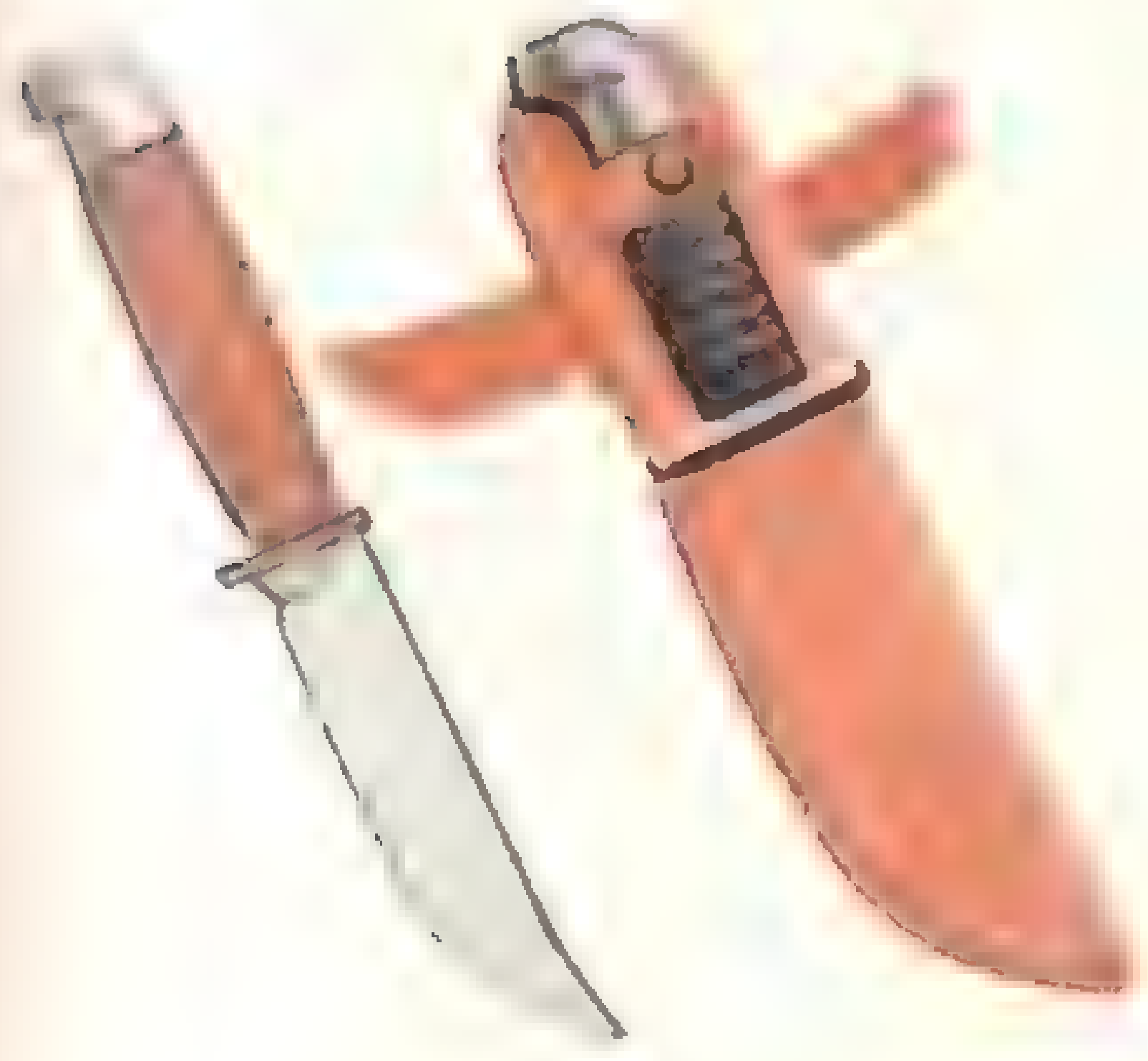
"What'll we eat?" That's another question. There probably won't be an ox around, so you need to have another answer to that question even before you set out.

On many hikes you won't want to be tied down to cooking a meal. There may be some special training you want to do—tracking, for instance, or first aid, or pioneering. For hikes of this kind, you'll very likely want to take a sandwich along, with maybe an apple, an orange, or a banana for dessert. Or you may invent a hike ration of your own, consisting of such things as a few graham crackers, a handful of raisins, a handful of nuts, and a piece of bittersweet chocolate.

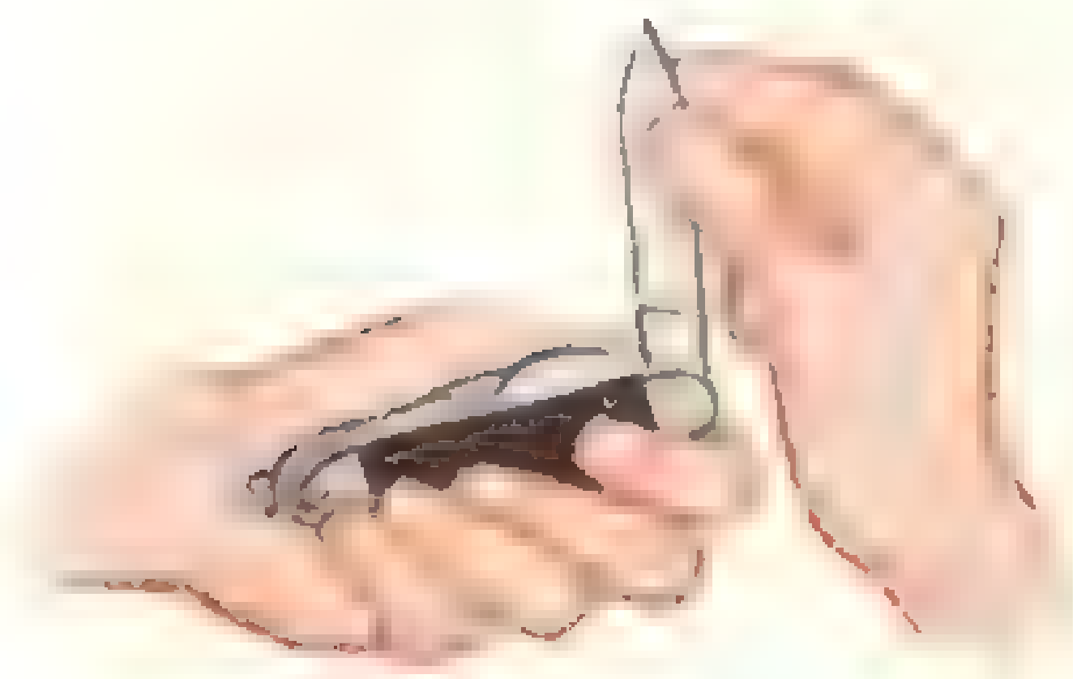
But there'll be plenty of other times when you'll want to stop on the hike for an honest-to-goodness hot meal right off the fire. Then it's a matter of knowing how to prepare kindling and firewood with knife and axe, make a fire, cook a simple meal, and clean up.



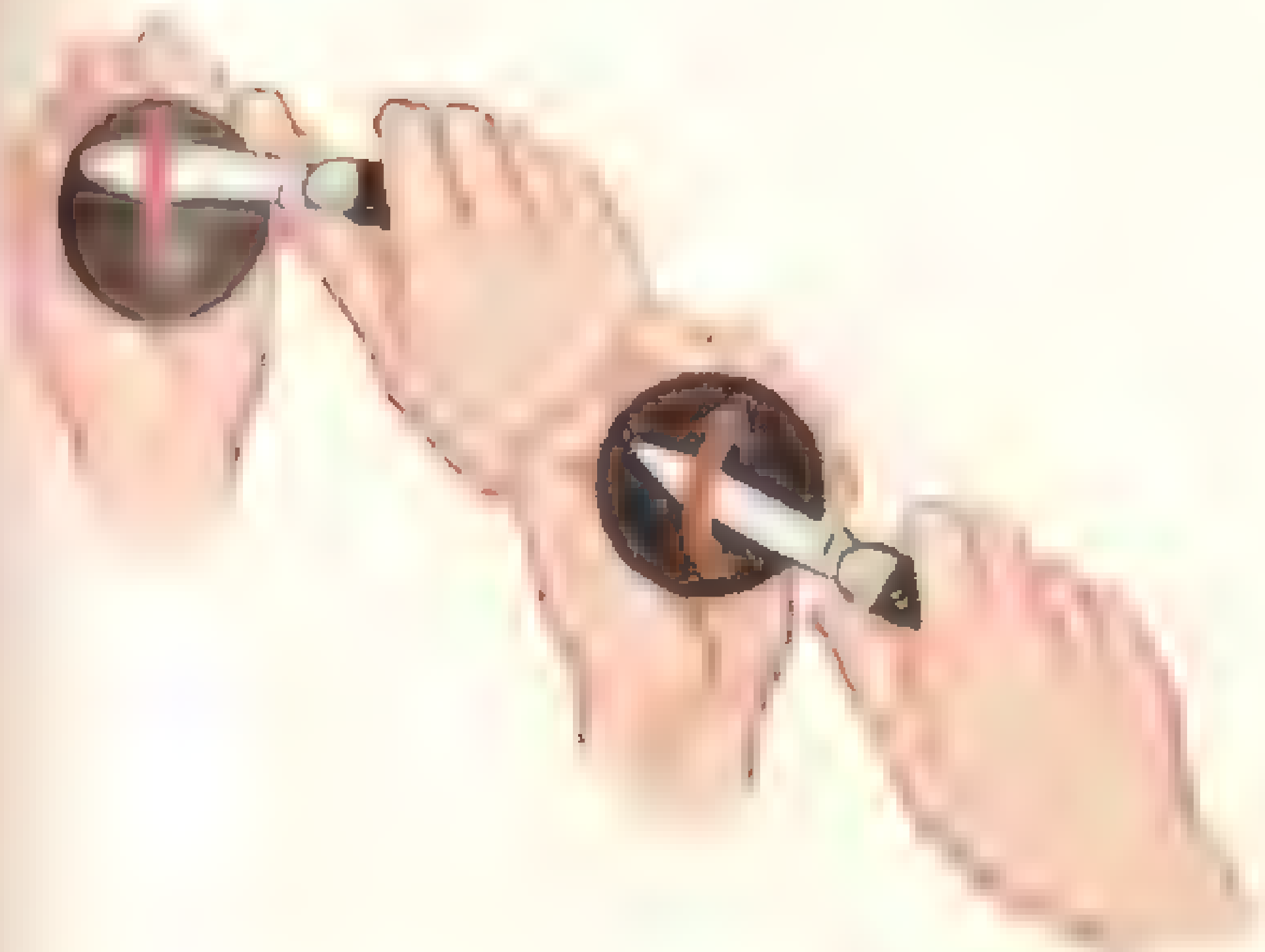
Boy Scout knife



Boy Scout sheath knife



Handle knife safely.



Use dry sharpening stone.

Your Knife

A strong, sharp knife comes in handy for whittling tinder for a fire and for many other hike purposes.

The official Scout knife is the most popular knife among outdoorsmen. It has a strong cutting blade and various tools as well—can opener, bottle opener, screw driver, leather punch or awl. Blade and tools close into the handle so that you can carry the knife in your pocket. The Scout knife also has a ring that makes it possible for you to hang it on your belt.

Care of Your Knife. Your knife is a valuable tool, so take good care of it.

Keep it clean, dry, and sharp at all times.

Don't use it on things that will dull or break it.

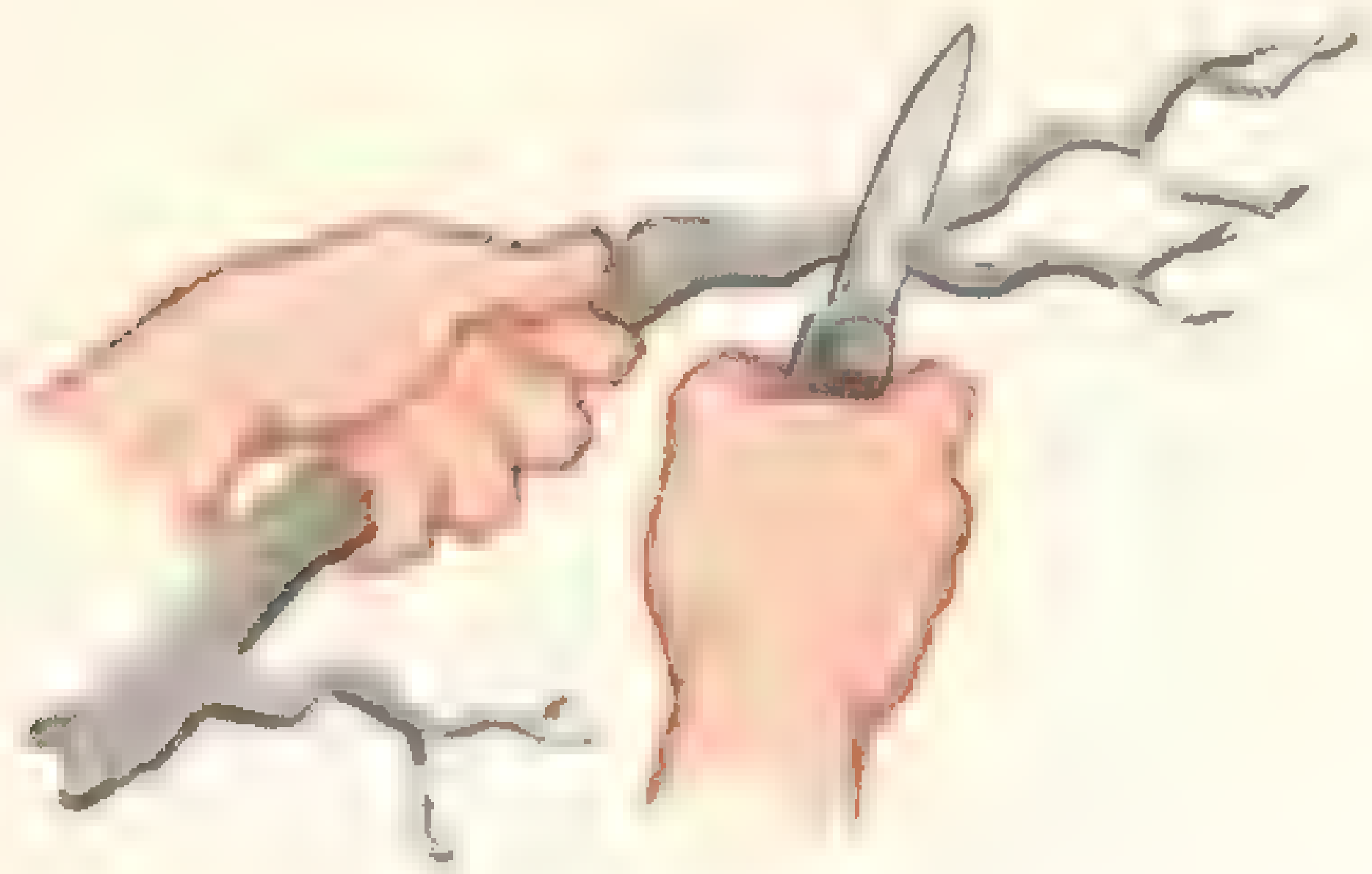
Keep it off the ground—moisture and dirt will ruin it.

Keep it out of the fire—the heat draws the temper of the steel and makes the edge soft and useless.

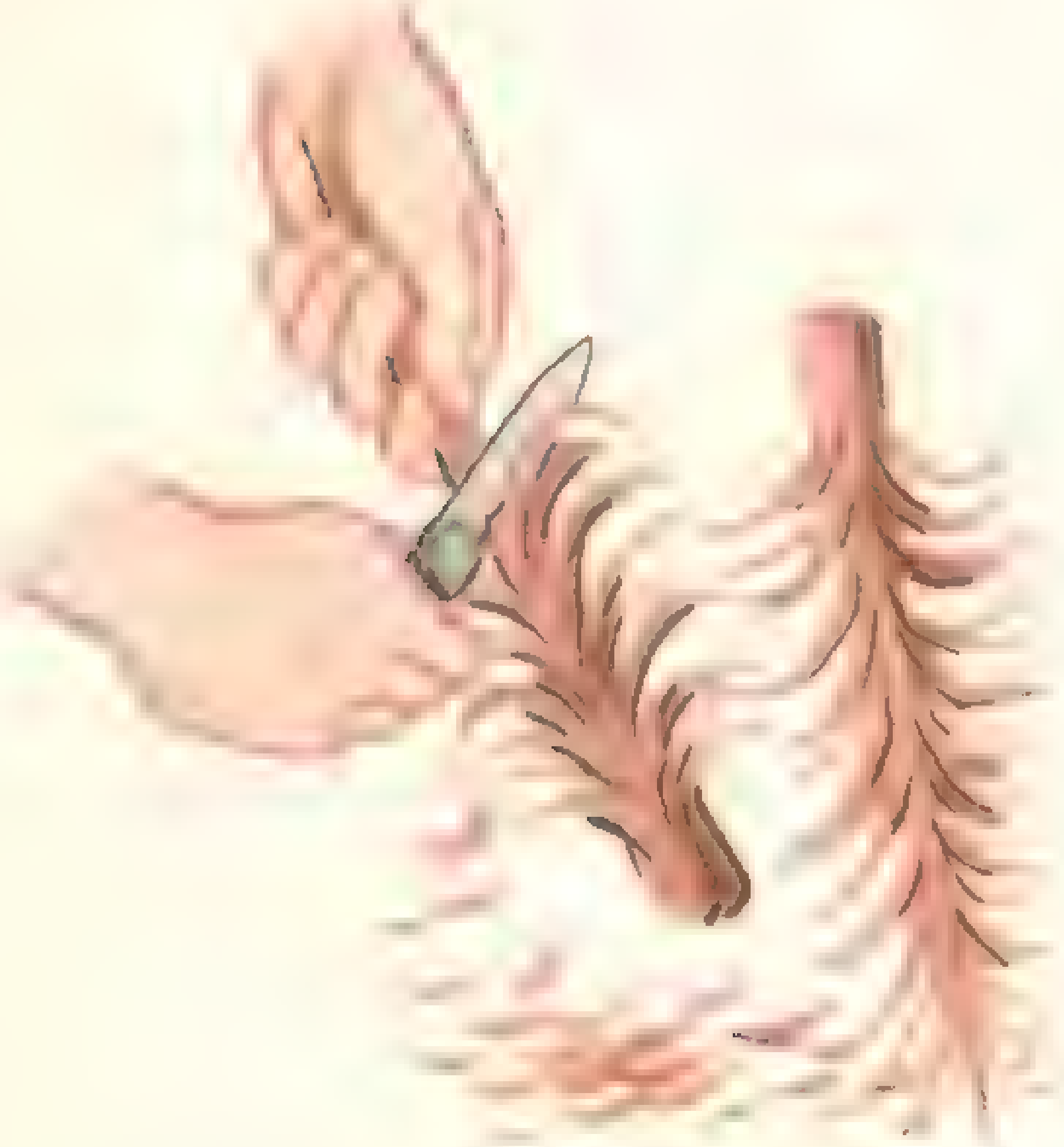
Wipe the blade clean after using it, then close the knife. Oil joints and springs occasionally.

Sharpen a knife . . . and use . . . to prepare kindling . . .

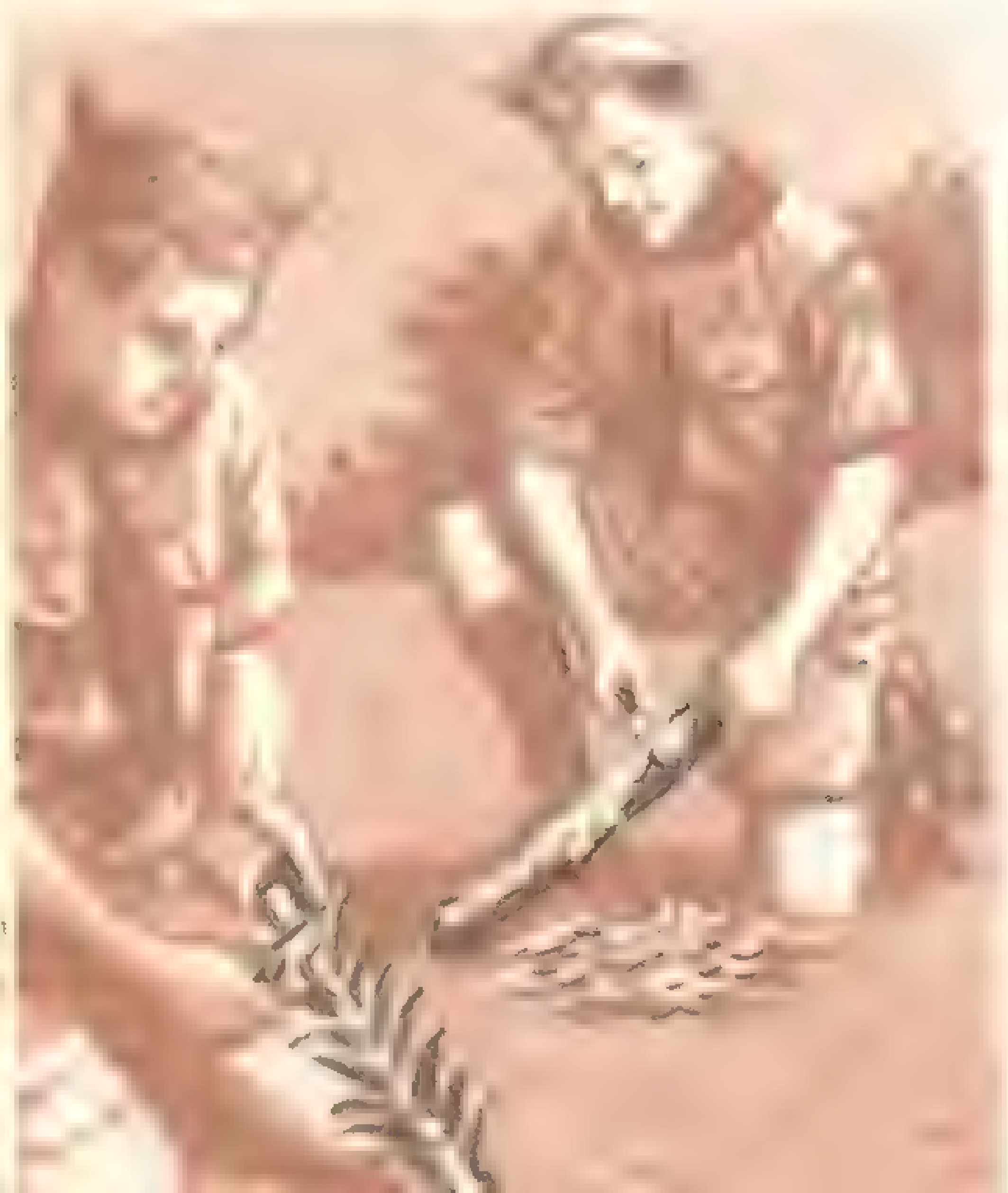
Sharpening Your Knife. The keener the edge, the safer your knife. A dull knife is always dangerous because it doesn't bite into the



Cut a branch at a slant across the grain.



Fuzz-stick making is a good test of your ability.



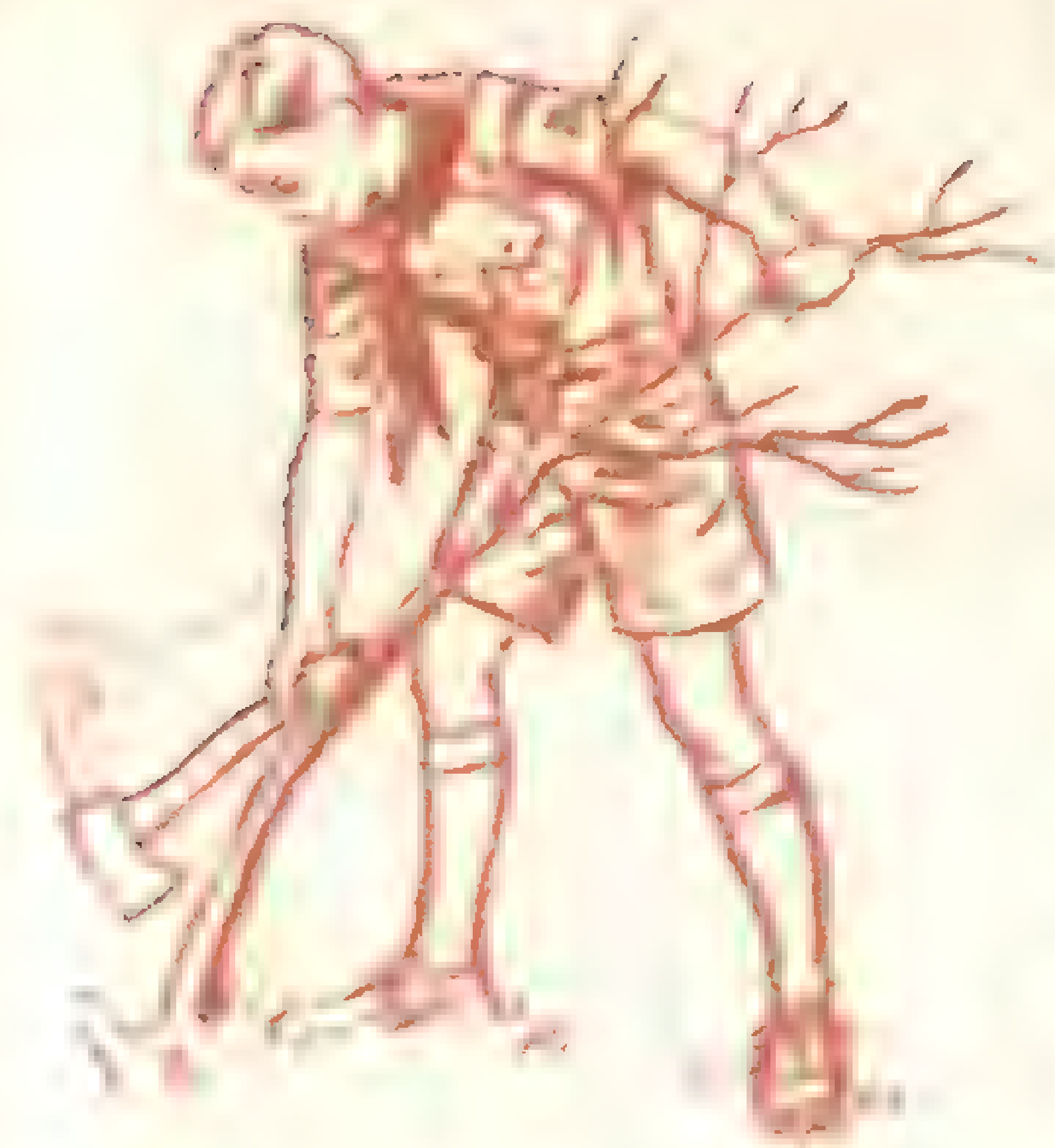
wood properly and therefore cannot be controlled. In addition, a dull knife gives you a lot of extra work even if you do manage to whittle with it.

Sharpen your knife on a dry sharpening stone. Lay the blade edge on the stone, raise the back of the blade slightly and stroke the full length of the edge across the stone toward you in a slicing motion—as if you were cutting into the stone. Turn the blade over, and stroke it away from you the next time. Continue back and forth until the edge is sharp. Wipe the blade.

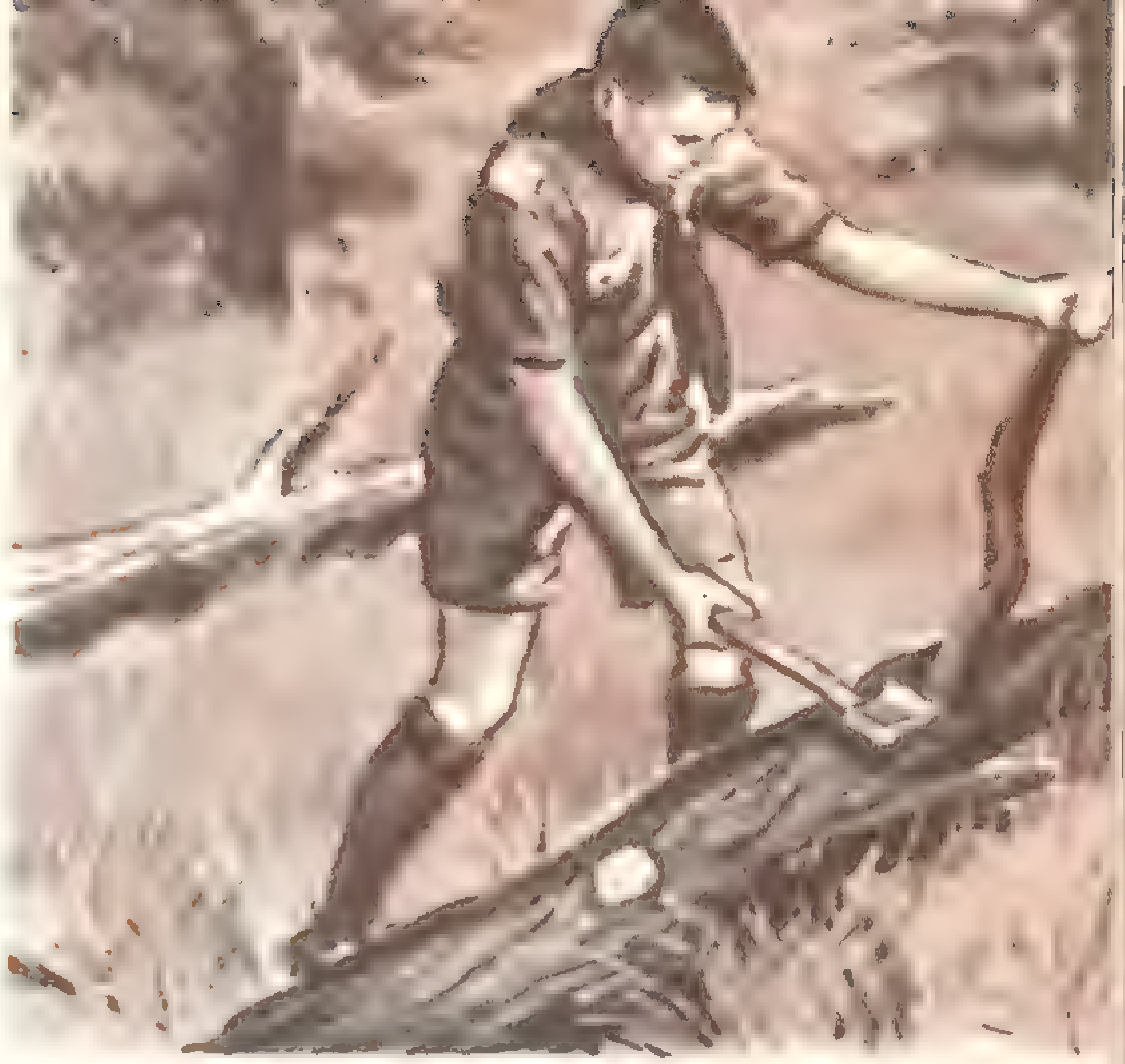
Using Your Knife. For crude work with a knife, always whittle away from yourself to prevent injury. For advanced whittling, move the knife in short, careful cuts.

In making wood shavings for tinder, hold a dry stick by one end, with the other end pointing away from you. Make a shallow cut with the knife blade, then draw the edge parallel to the surface of the stick for as long a stroke as possible, until the shaving comes loose.

Fuzz sticks are even better than loose shavings for starting a fire. To make a fuzz stick, cut the shavings as long and as thin as possible, but leave them on the stick in a fuzz that'll make the stick look like a small Christmas tree. Three or more fuzz sticks will do the trick for quick fire starting.



When cutting brush, strain the grain first by bending.



Your Axe

Firewood and axemanship go together—they always have, throughout the history of America. The early settlers and pioneers needed plenty of fuel for their fireplaces to survive the winters. Lincoln studied to become a lawyer by the fire for which he himself had cut the logs.

Most of your hikes will probably be axeless—you can usually break the firewood you need for a quick hike meal with your hands or under your foot. But if your fire is to burn for any length of time, or the woods are wet, you had better bring an axe for chopping and for splitting your fuel. Good for this purpose is the official Scout hand axe, with its 1¼ pound head set on a springy hickory handle.

On a hike carry the axe in its sheath in your pack. Carry it around camp by holding the handle near the head, with the edge down.

Care of Your Hand Axe. Your axe, like your knife, deserves good care.

Keep the edge or "bit" sharp—not just sharp enough for it to chew, but sharp enough to bite!

Keep the handle tight—if it gets loose, tighten the screw if it has a screw wedge, or drive in the wedge harder if it has a hardwood wedge. The official Scout axe is treated in such a way that the head will not come loose.

Don't let your axe touch the ground—driving it into the ground will nick it, leaving it on the ground will rust it. Always have a chopping block under the wood you are chopping or splitting.

When you are through using the axe for a while, stick it in the chopping block. When you have finished using it for the time being, put it back in its sheath. To keep the edge covered in these ways is called "to mask" the axe.

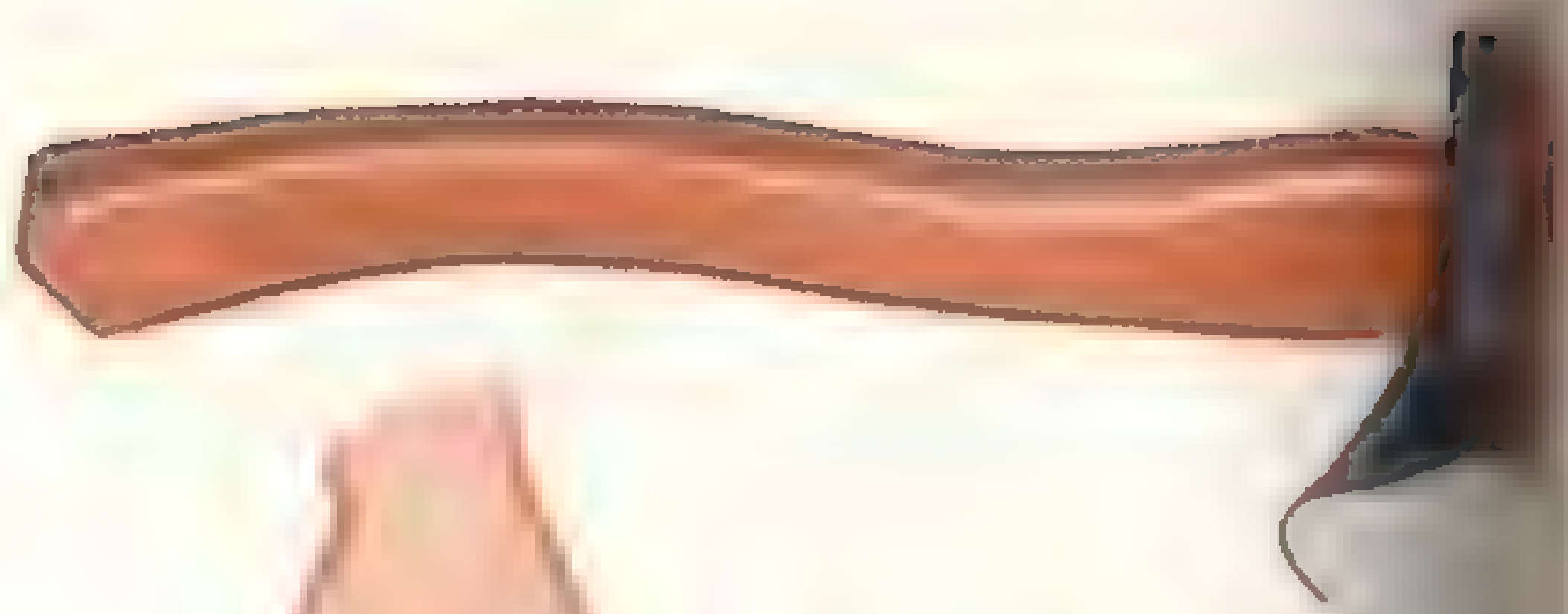
You can use your axe for driving in wooden stakes, but never use it on steel stakes or wedges as this will result in opening up the "eye" of the head and make the handle come loose.

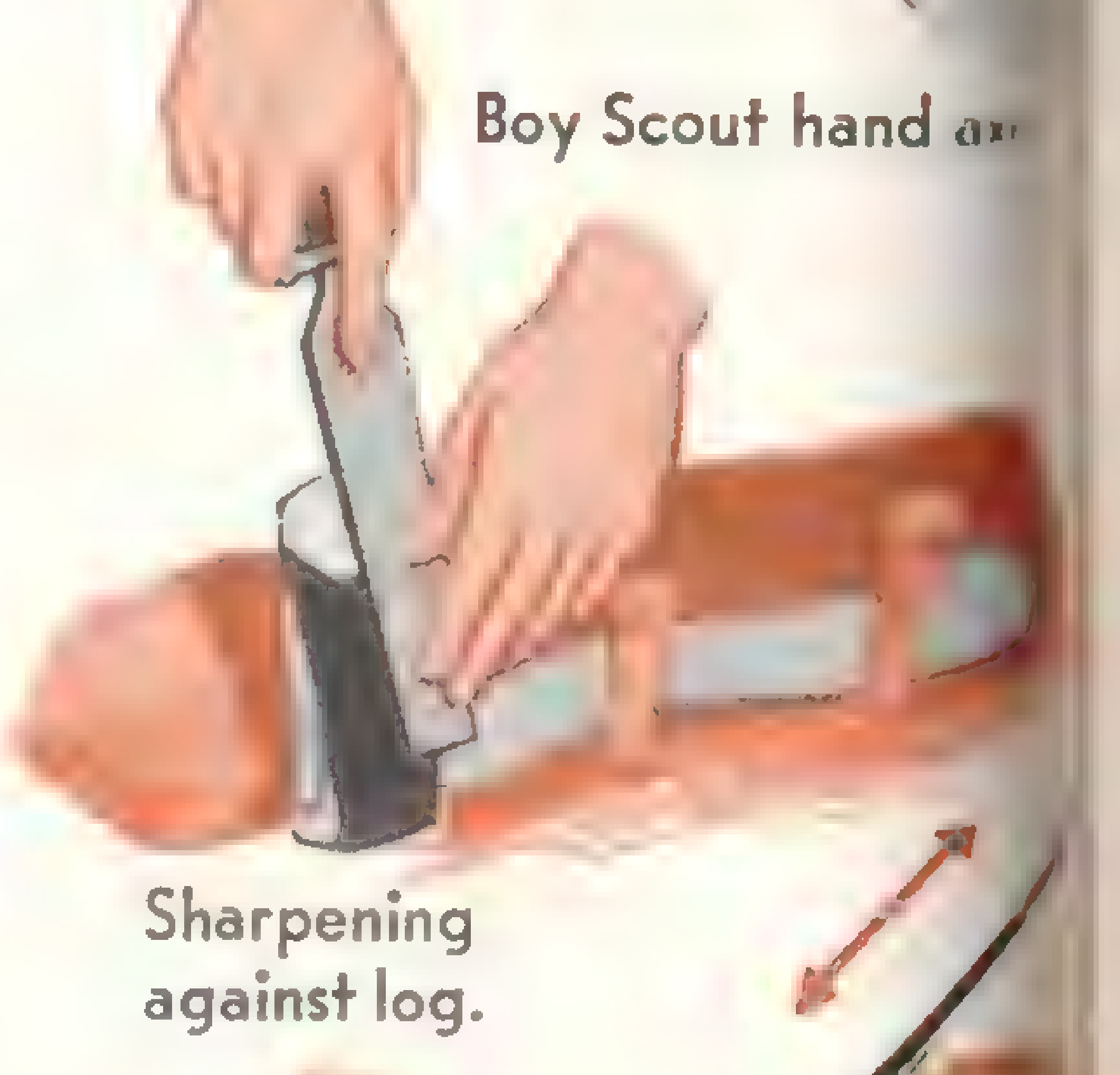
And never touch a live tree with your axe—unless you have definite permission to do so and a definite use for its wood.

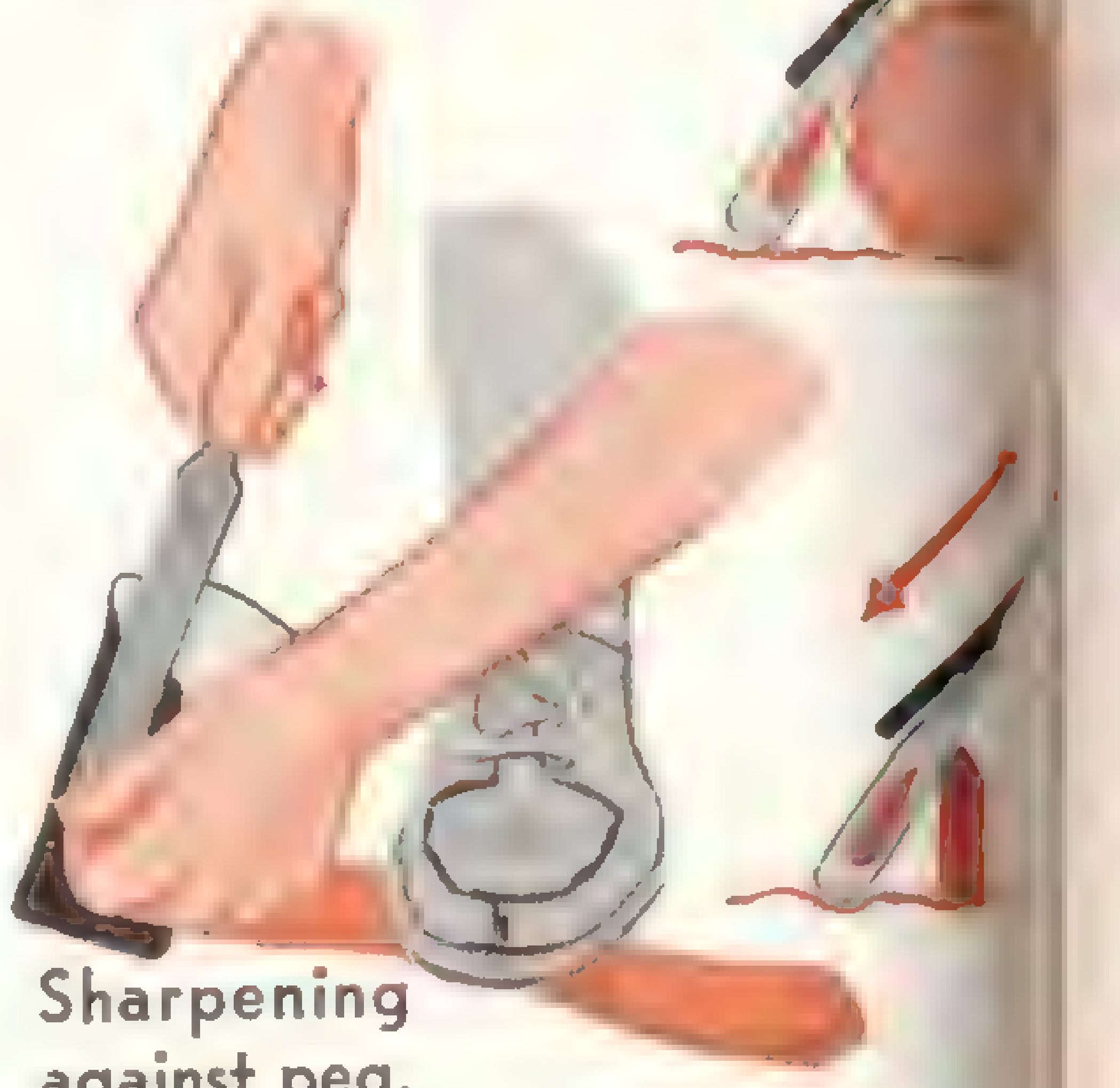
Sharpen . . . an axe and use . . . to prepare kindling and fuel.

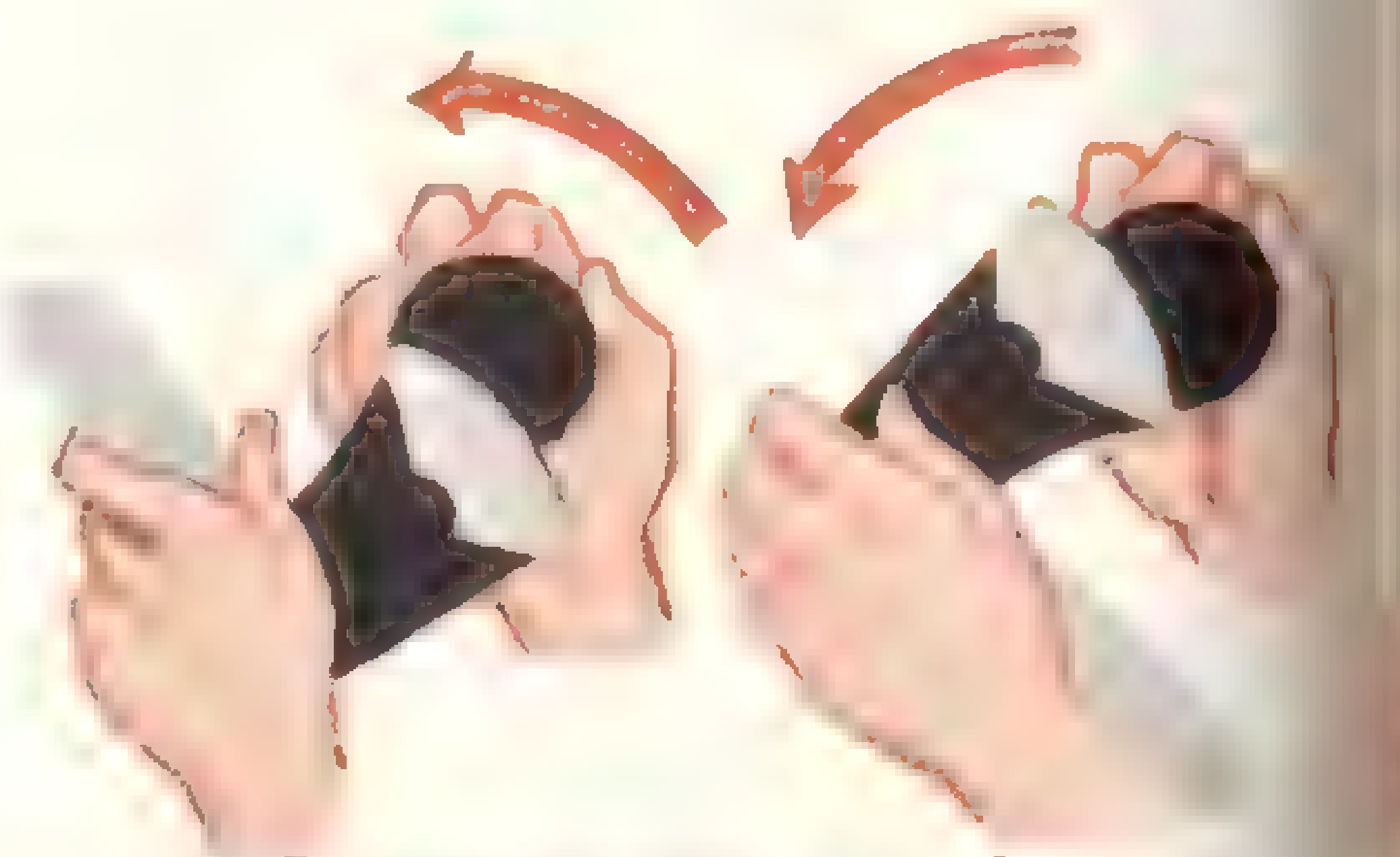
Sharpening Your Hand Axe. To keep your axe sharp, hone it regularly with a sharpening stone, and touch up the edge when needed with an eight-inch flat mill file.

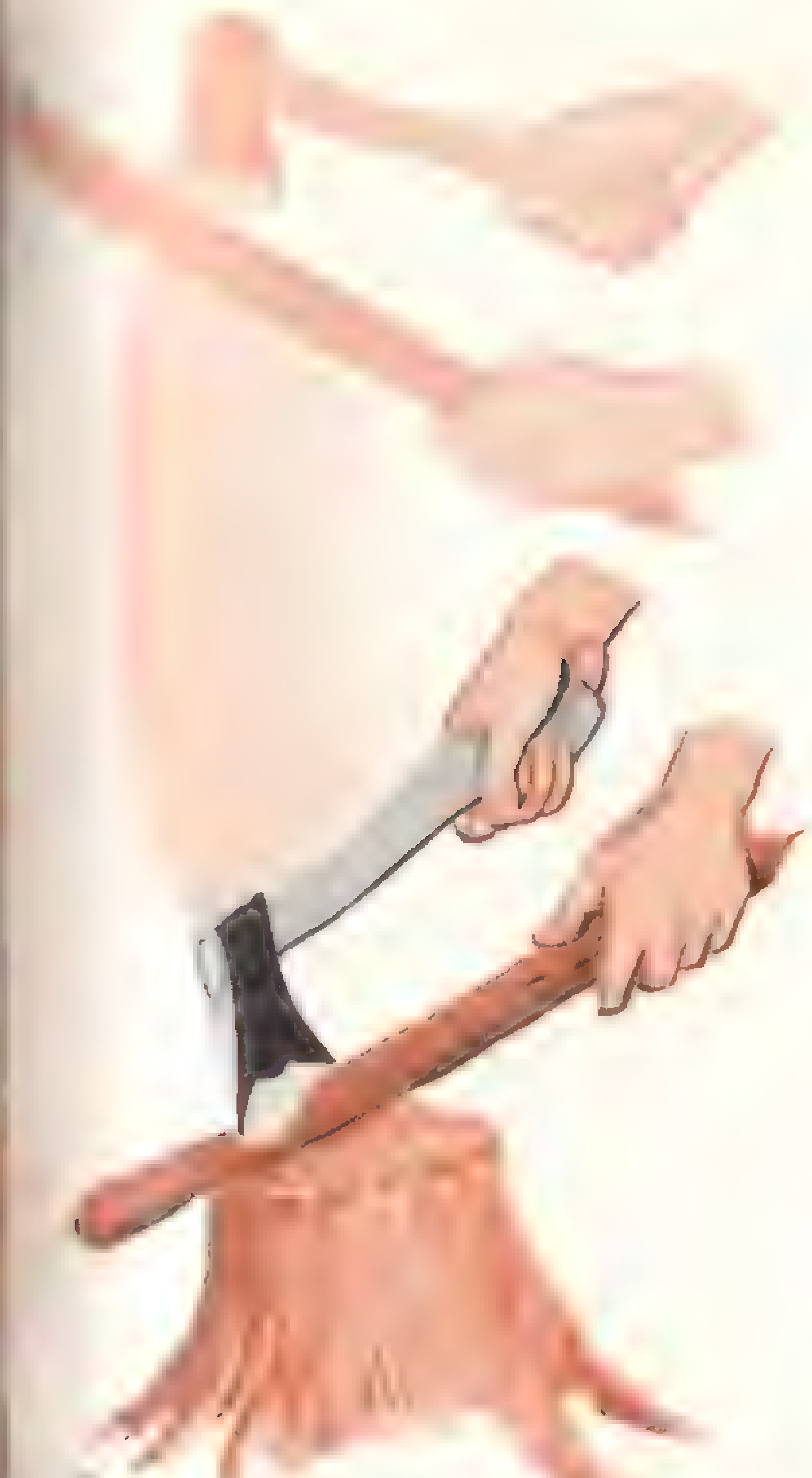
For *honing,* hold the axehead in one hand with the handle pointing up and rub the dry stone over the edge with a circular motion, from one end of the edge to the other. Then turn the axe over, with the handle pointing down, and hone the other side in the same way, until the edge is so keen that it no longer shows up as a bright line.

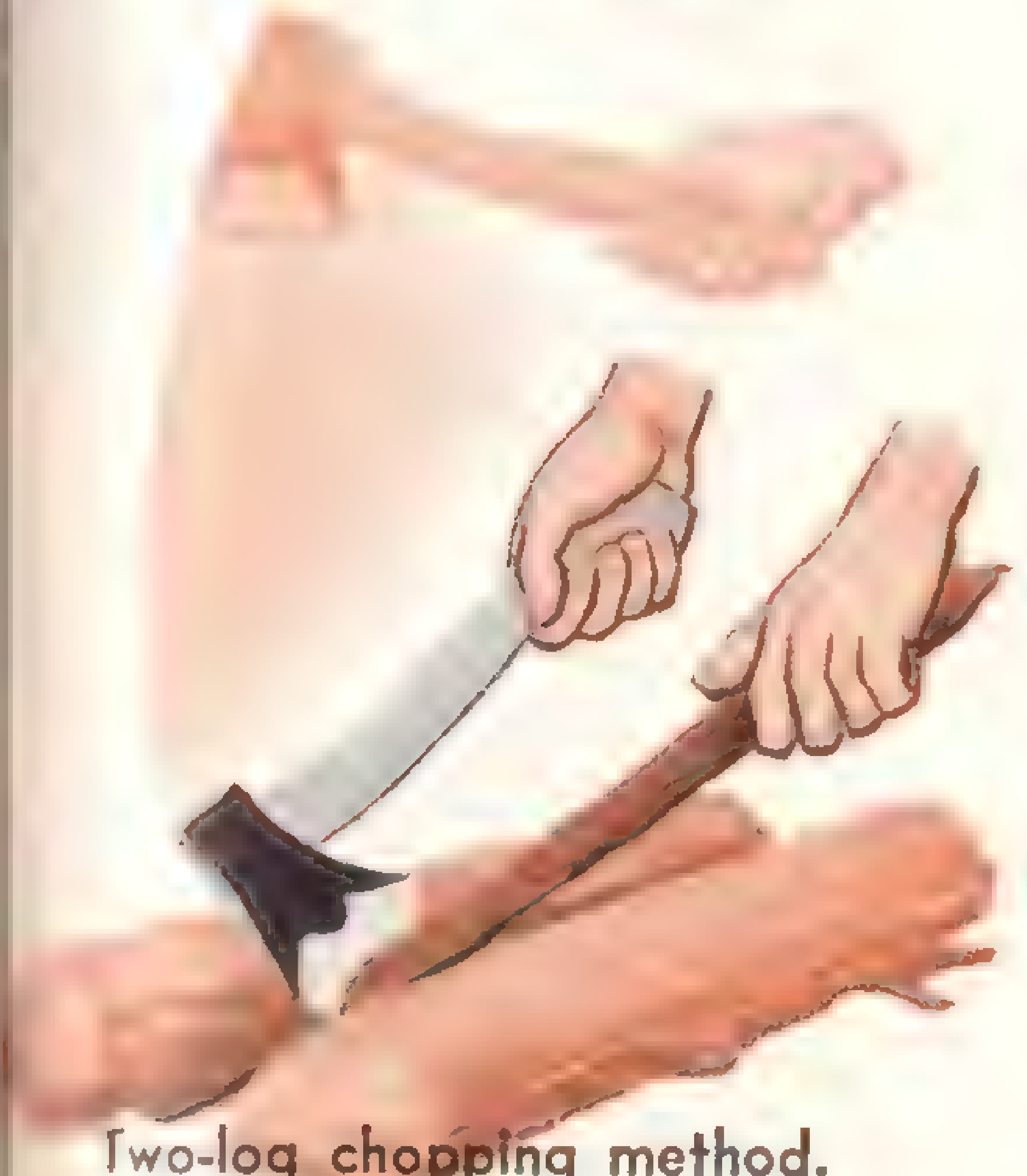

Boy Scout hand a


Sharpening against log.


Sharpening against peg.


Circular strokes for honing.


Contact chopping method.


Two-log chopping method.

For *filing,* lean the axehead against a log or against a peg driven in the ground. Kneel on one knee and, if you use a peg, place your other foot on the handle to keep the axe steady. Place the file on the edge and push down hard. File the whole edge with long, even, straight strokes, working along the blade from one end to the other. Keep the file in light contact with the edge on the return strokes. Work slowly and with care, holding your file firmly to avoid cutting your fingers. When you have done one side, turn the axe over and do the other side. Finish with a few honing strokes of the sharpening stone.

Using Your Hand Axe. Before you start cutting, get a chopping block. In deep woods, there'll probably be a down tree or a stump you can use. If not, use the thickest chunk of wood you have for a chopping block. The point is that you must have wood support under the stick you are chopping or splitting, so that the axe stroke will end up in wood and not in the ground.

For *chopping* a stick in two, hold the axe blade against the stick to be cut on a slant to the grain rather than straight across the stick. Raise stick and axe together and bring them down hard together on the block. If the stick is too thick to cut with this "contact method," place the stick with the spot where you want to cut it on the chopping block, and cut a V-shaped notch. Make top of V as wide as stick is thick. Kneel on one or both knees when chopping with a hand axe.

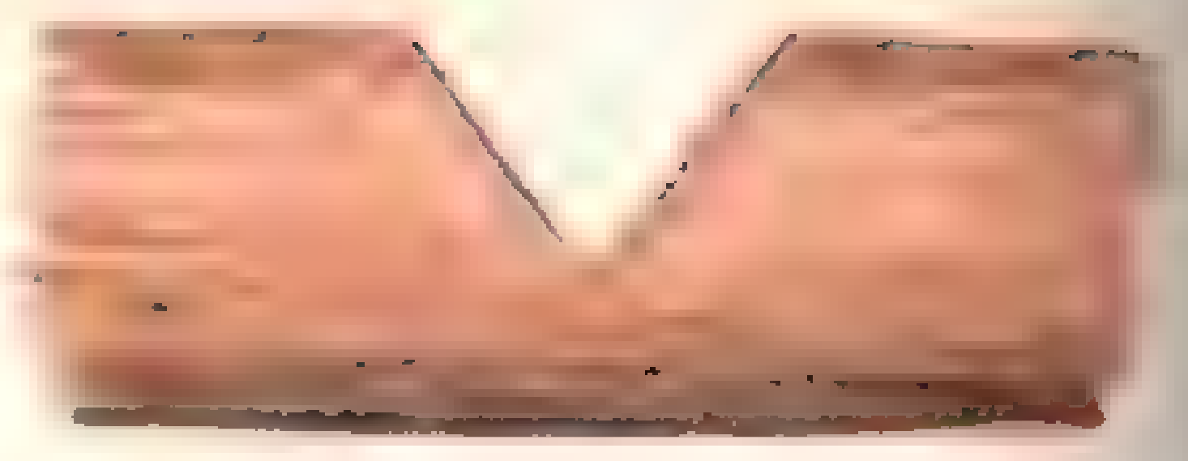
For *splitting* a stick, again use the contact method: Place the edge of the axe parallel to the grain at the end of the stick. Lift stick and axe together, and bring them down hard together on the chopping block. Just after you hit the block, twist the wood slightly against the axe to break the pieces apart.

Remember, in using the axe, that it is not brute force that counts, but the keenness of the cutting edge and the weight of the axehead behind it. Lift the axe just high enough in a smooth wrist-and-forearm motion, aim it by looking at the point where you want the cutting edge to strike, then let the axe fall in a guided drop. Easy does it!

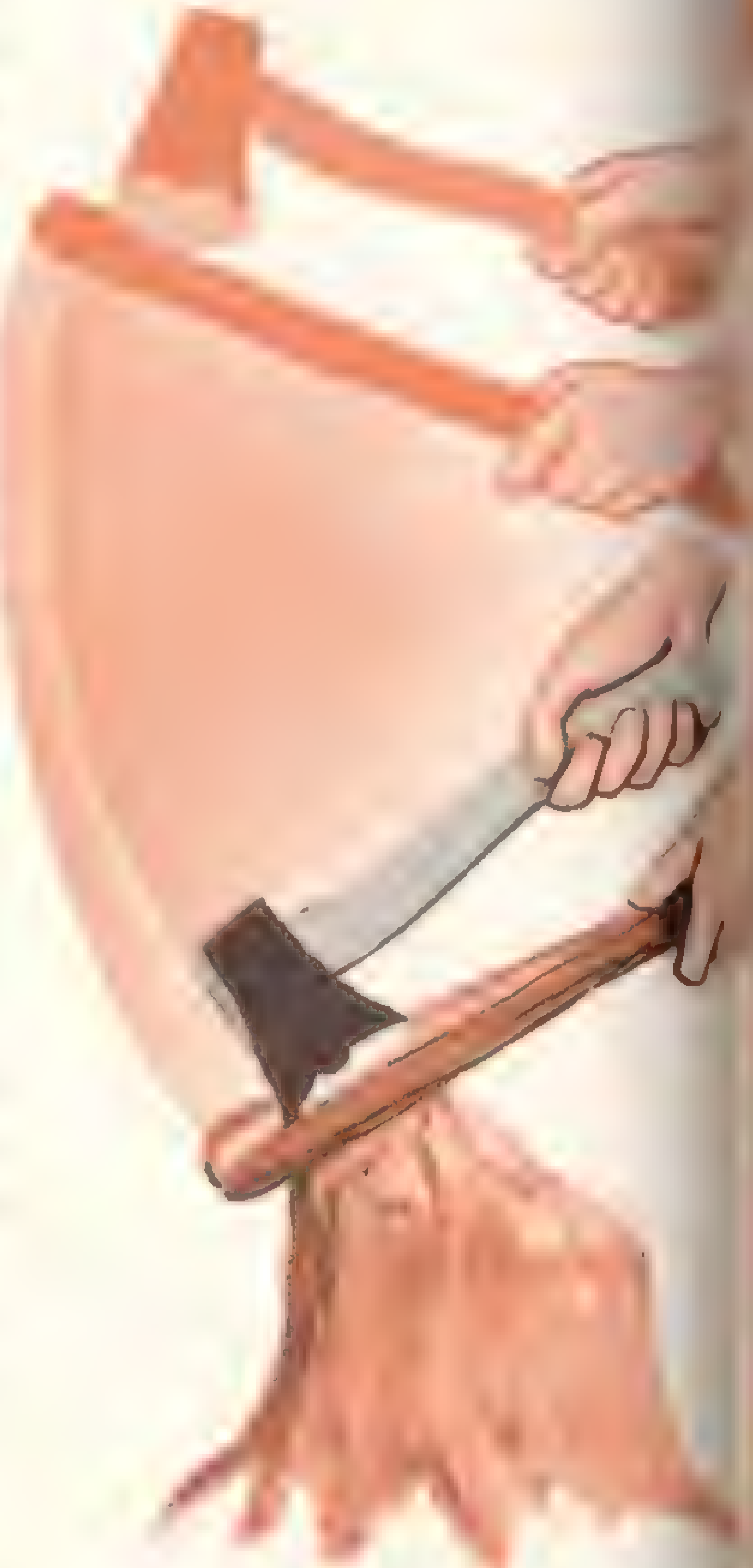
Remember that not only wood but people as well can get chopped. Keep your buddies away from you when you are using your axe.

Rest when you are tired. You have no control over your axe when you are tired—and an axe out of control is a dangerous weapon.

Pass the axe to another person with its harmless end first—that is, handle first, axehead down.



Cut thick branch with a V notch. Top of V should be as wide as branch is thick.



Contact method for splitting.

Preparing Firewood

There's a famous little verse by Ernest Thompson Seton, first American Chief Scout, that tells you how to make a fire:

> First a curl of birch bark as dry as it kin be,
> Then some twigs of soft wood, dead, but on the tree,
> Last o' all some pine knots to make the kittle foam,
> An' thar's a fire to make you think
> you're settin' right at home.

The first line of the verse deals with tinder, the second with kindling, the third with fuel. And those are the three things you need for making a fire.

. . . prepare kindling and fuel.

Tinder. Tinder is the kind of stuff that flares up when you touch it with the flame from a burning match. You need a good handful of it.

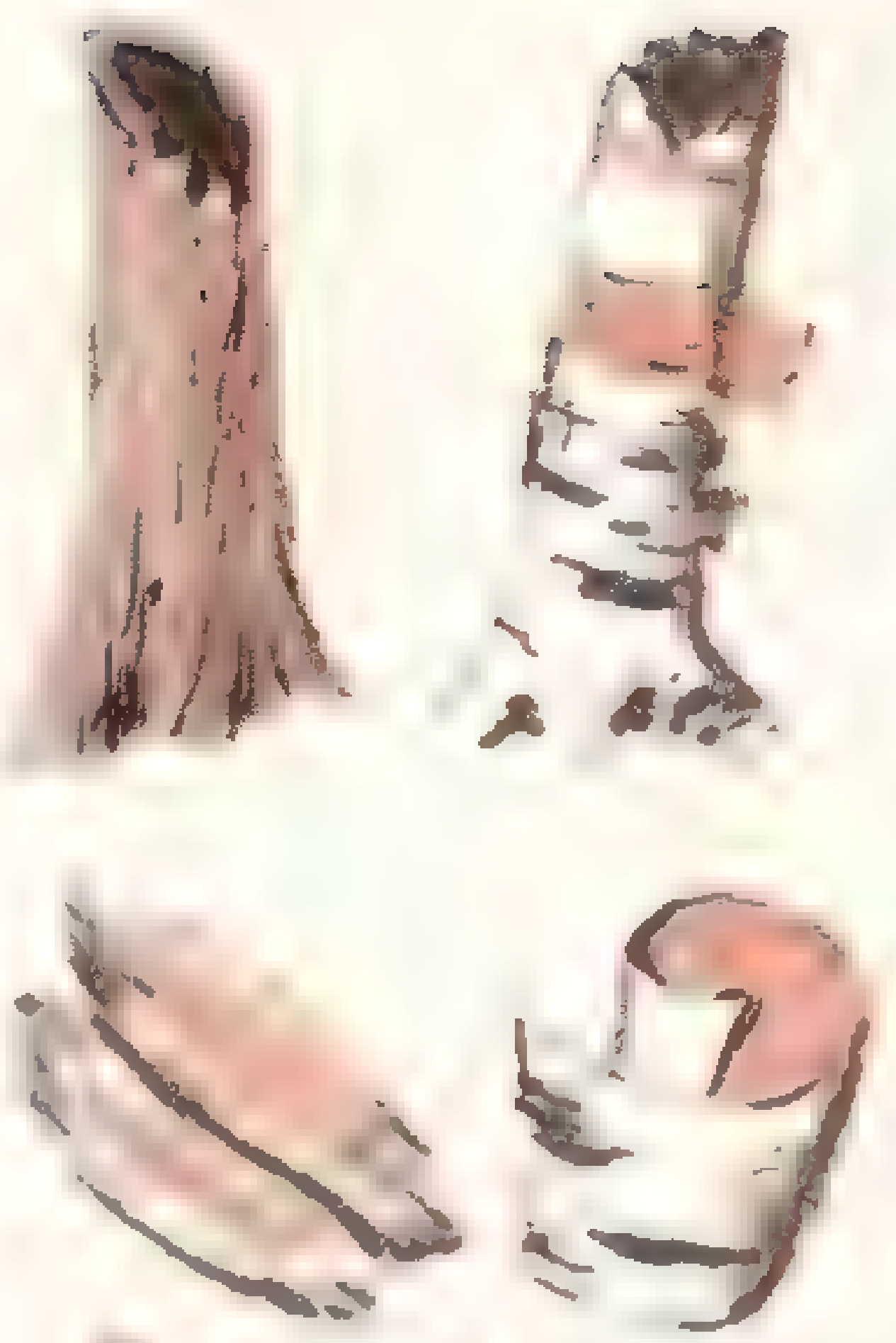
What'll you use? Well, what've you got? Look around.

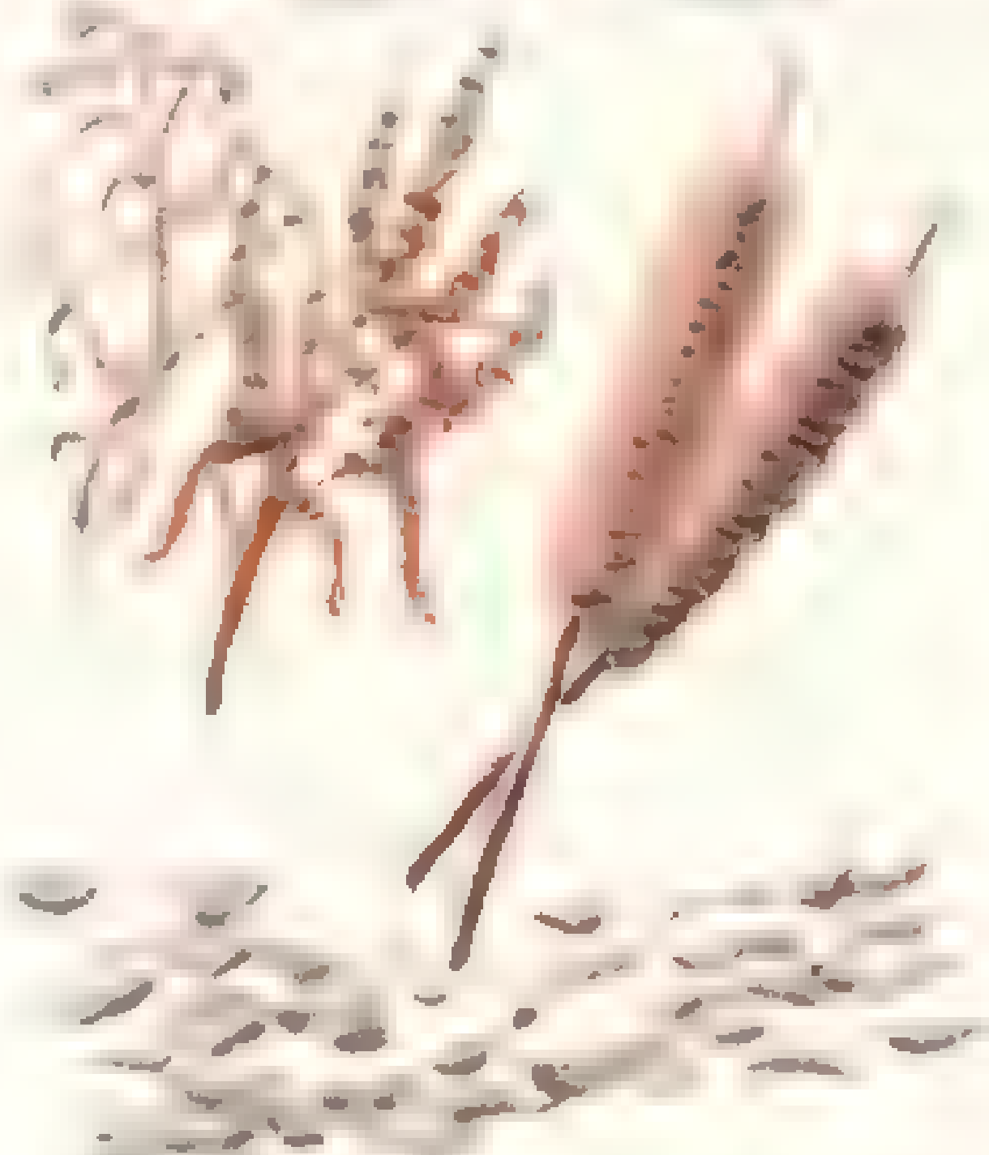
Any grapevines or cedars or birches out your way? They'll give you excellent tinder. The outer bark of old grapevines and cedar trees peals off in long flakes, the bark of white and yellow birches in thin "feathers"—you can pick off these flakes or feathers with your fingernails without harming the vines or the trees. The outer bark of the gray birch is tops, too, but it sticks firmly to the tree—if you try to remove it, you harm the tree. So look for a dead branch or a stump and take a strip of bark from that.

Any pines or firs or spruces around? You will find a lot of tiny twigs on the trunks of the young trees—they seem to sprout right out of the bark. The small cones of certain evergreens are good, too.

Are the trees in your neck of the woods mostly those with broad leaves? Then make tinder by breaking a dead branch and whittling it into thin shavings with your knife.

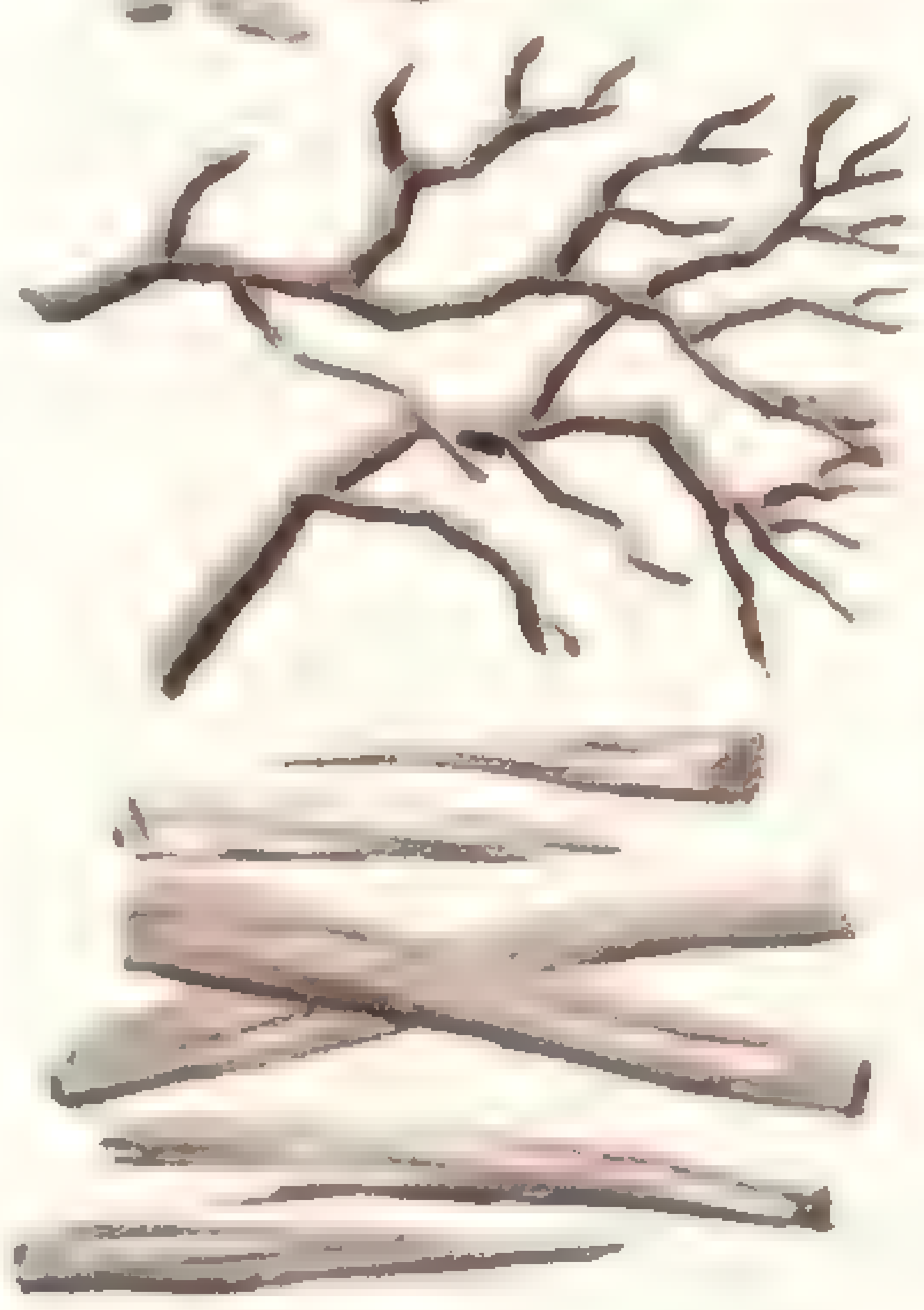
If there is nothing else around, last year's dry weed tops of goldenrod, yarrow, aster, and wild carrot will do for tinder. So will the stalks of cattail and other coarse grasses. But thin grass and dry leaves will be of little help—they flare up with hardly any heat.


TINDER
from ba
Cedar
Birch
Tulip
Basswoo
Elm
Grape


TINDER
weed to
Golden
Aster
Yarrow
Wild ca
Milkwee
Cattail

Kindling. Kindling catches the flame from the tinder and, in turn, ignites the heavier fuel.

In the woods in dry weather, you can use sticks you find on the ground. But far better are dead branches still on the trees, so-called "squaw wood"—the kind the Indian women used to collect by simply breaking it off. Take only branches that snap easily. If they just bend they are too green for a fire. "If you can't snap it, SCRAP IT!" Gather a couple of handfuls of these branches, pencil thin or thinner.


KINDLI
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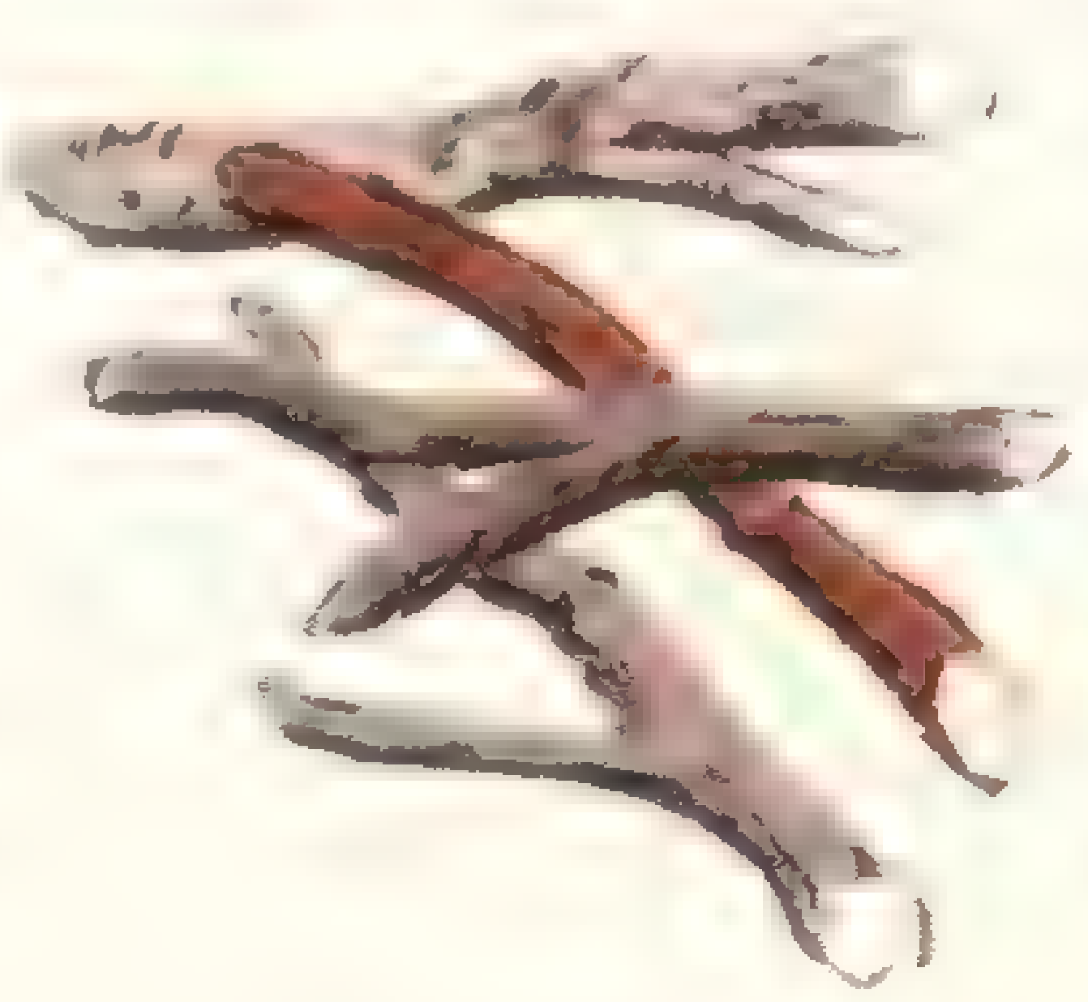

FUEL fr
trees:
Hickori
Oaks
Beech
Birches
Maples
Ashes
Mesquit

Fuel. For fuel, use whatever wood you can get from a fallen limb or a dead branch from a tree. Break or chop it into pieces of suitable length for your fire—about a foot or so. Some woods burn more easily than others—but almost any wood is usable for a quick meal.

In woodless areas you will have to bring your fuel with you, or get along with whatever materials you can find that will burn. Even desert areas and mountains have low-growing shrubs from which you can get dead twigs or roots. And you have probably heard that the Plains Indians used "buffalo chips" (dried cattle dung) for their cooking fires.

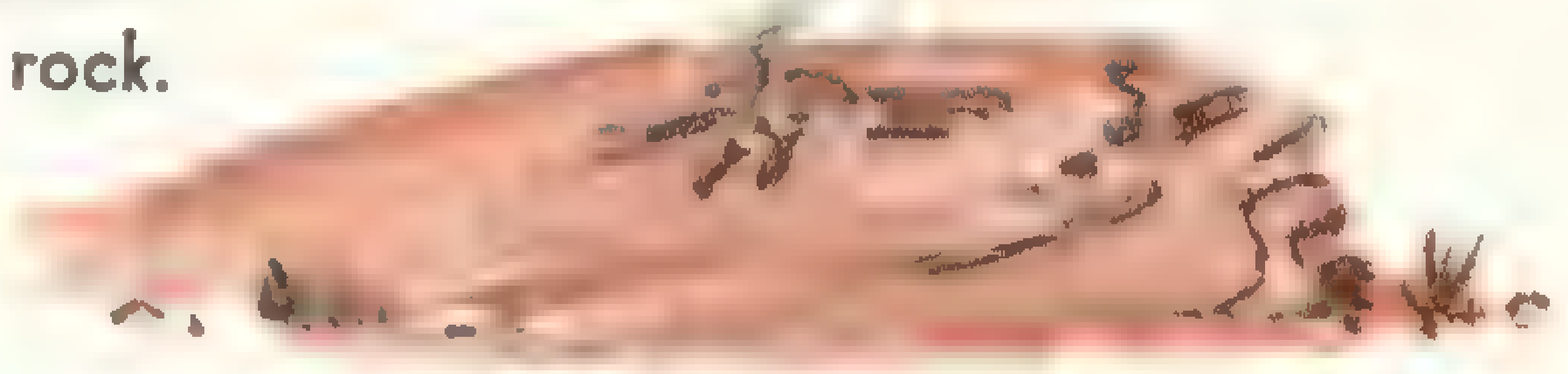
Making Your Fire

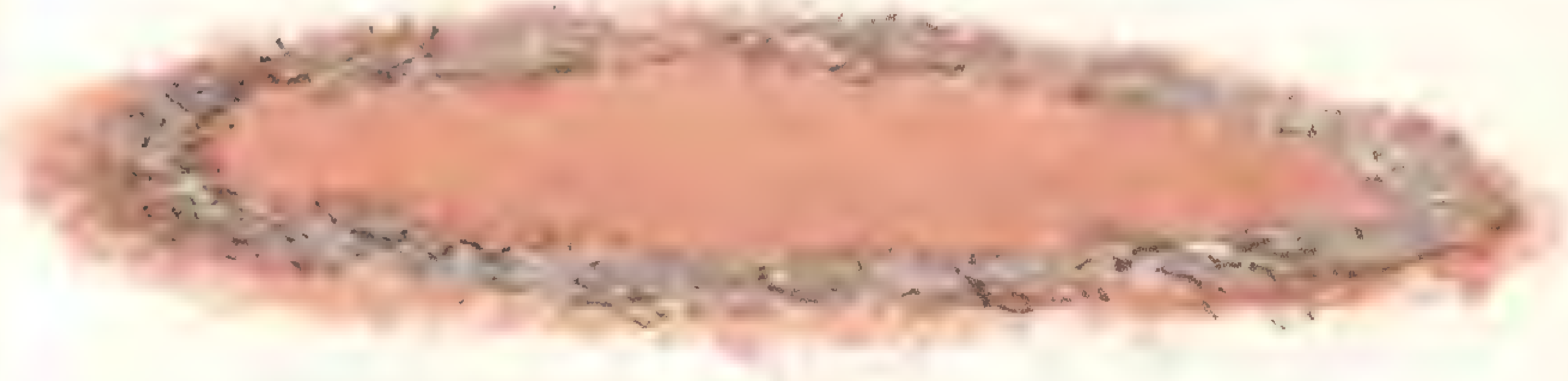
You have your tinder, your kindling, your fuel—you're rarin' to light your fire. Hold your horses for just another moment while you remind yourself of your Tenderfoot knowledge about safety with fires. O.K.? Fine! And there you go:

Locate and prepare a suitable fire site.

Preparing a Fire Site. You clean the spot where the fire will be down to plain dirt—sand, gravel, clay, or rock. Then, for a diameter of ten feet, scrape the ground around the spot bare of any material that may catch fire from a flying spark—dry grass, dry leaves and twigs, rotted wood, pine needles, and the like.

The safest fire is built directly on gravel or on solid rock.





In woodlands, remove flammable material for a 10-foot circle. On grassland, prepare spot by digging up sod. Replace sods afterwards.

Now, and only now, you are ready to lay your fire. What kind shall it be?

Campers have a slogan for determining the kind of fire they need for cooking: "Flames for boiling—coals for broiling."

Lay and light a fire using not more than two matches. Keep the fire going for cooking a meal.

Tepee Fire Lay. The tepee fire lay is good for boiling and frying in pots and pans: Place a large handful of tinder on the ground in the middle of your fire site. Push a stick into the ground, slanting over the tinder. Then lean a circle of kindling sticks against the slanting stick, with their tips together like the poles of an Indian tepee, and with a "door" toward the windward side for draft.

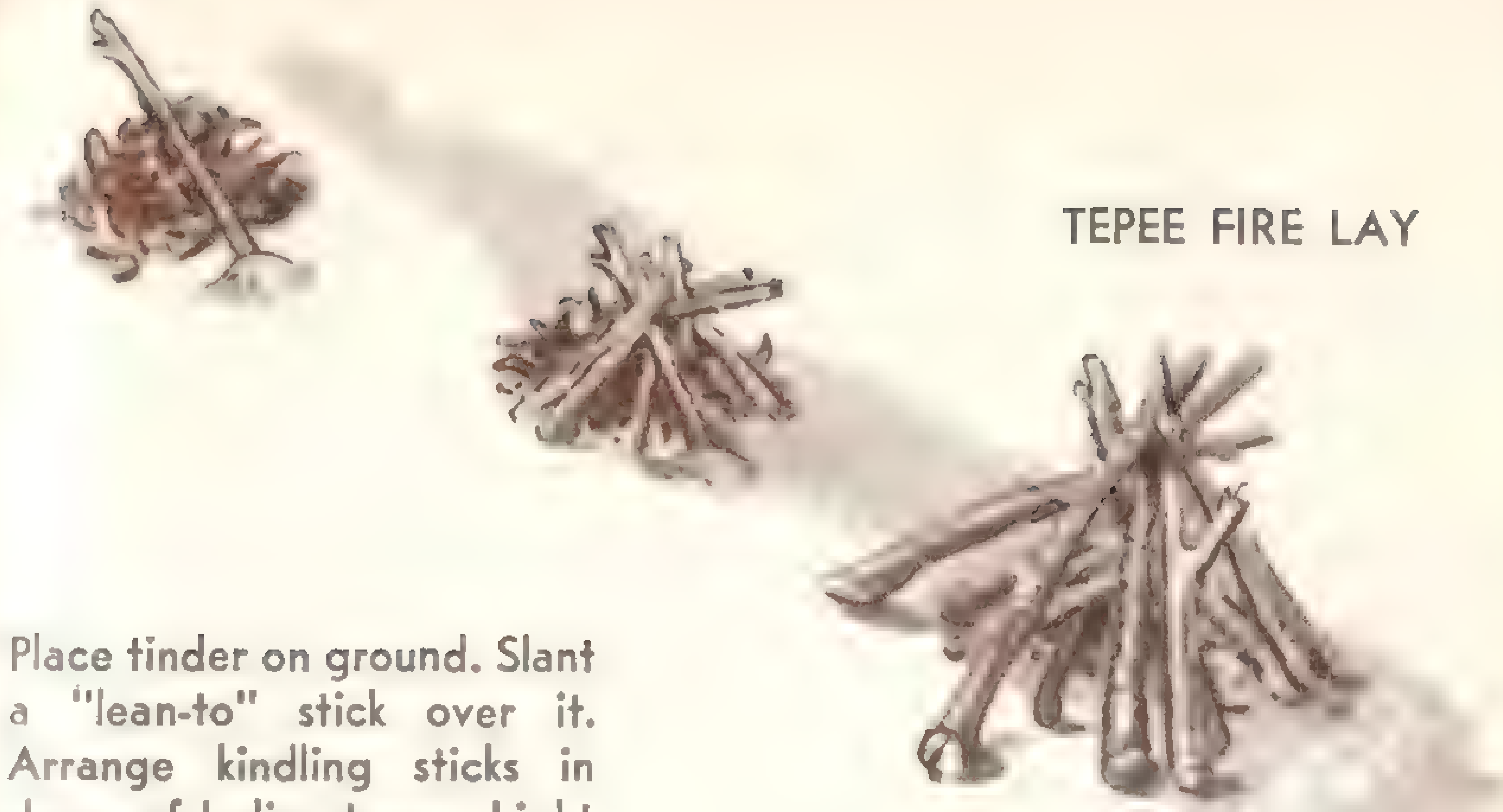
To light the fire, crouch in front of the fire lay with your back to the wind. Strike a match. Turn it in such a way that the tiny flame licks up along the matchstick. Let it burn into a real flame while you cup your hands around it for protection. Now touch the flame to the tinder close to the ground.

It caught! And a few minutes later, the tinder has ignited the kindling. Let the kindling get a good start. Then feed the fire from the downwind side, first with thin pieces of fuel wood, then gradually with thicker pieces. Continue feeding until the fire has reached the size you want.

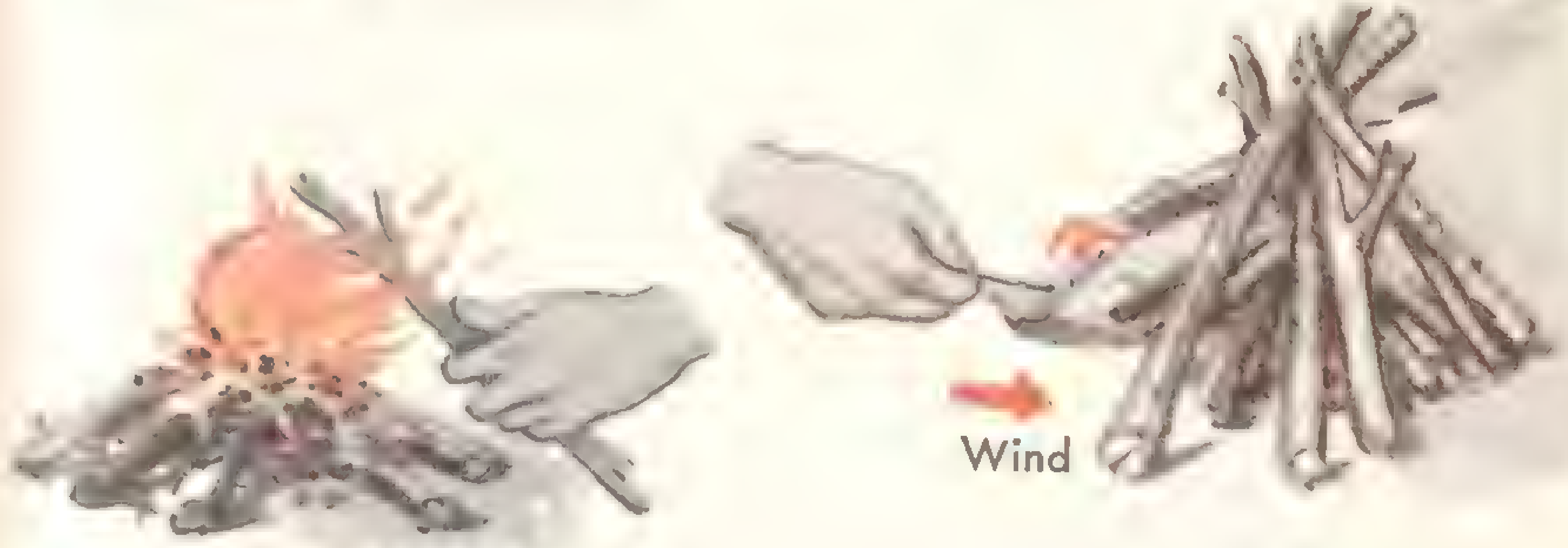
Crisscross Fire Lay. The crisscross fire lay is your best bet when you need a bed of coals for broiling and baking and for cooking in aluminum foil: Place two sticks of wood, about as thick as your wrist and about a foot long, on the ground parallel to each other, a hand span apart. Put a large handful of tinder between them. Then lay a number of thin kindling sticks a little-finger width apart between the two large sticks, and another layer crosswise on top of this first layer. Continue building up crisscross layers, increasing the thickness of the wood from layer to layer, but always placing the pieces a little-finger width apart. Eight to ten layers should do the trick. Light the tinder close to the ground from the windward side.

When properly laid, the crisscross fire lay will flare up with a blaze and then quickly turn into a bed of glowing embers.

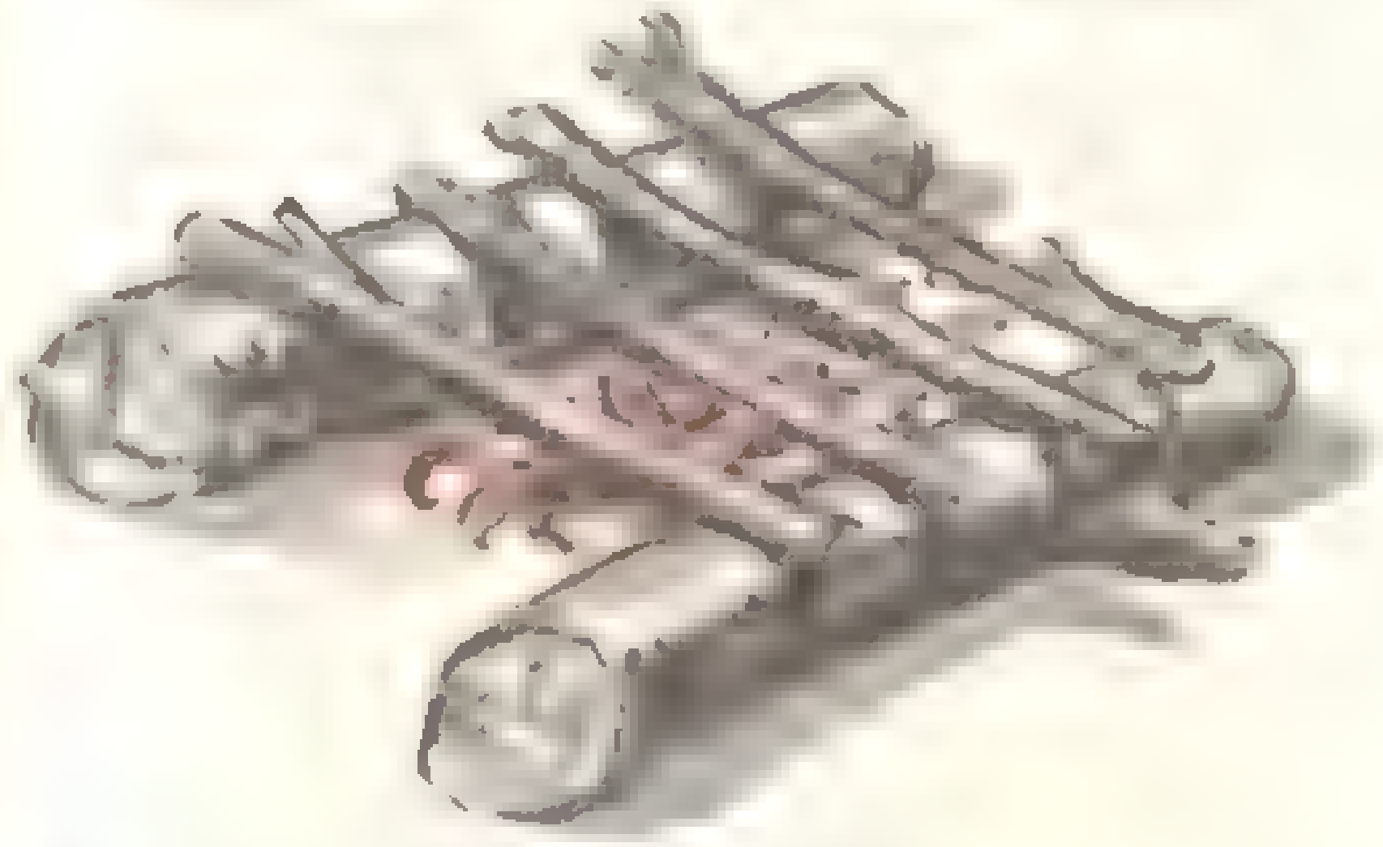
TEPEE FIRE LAY



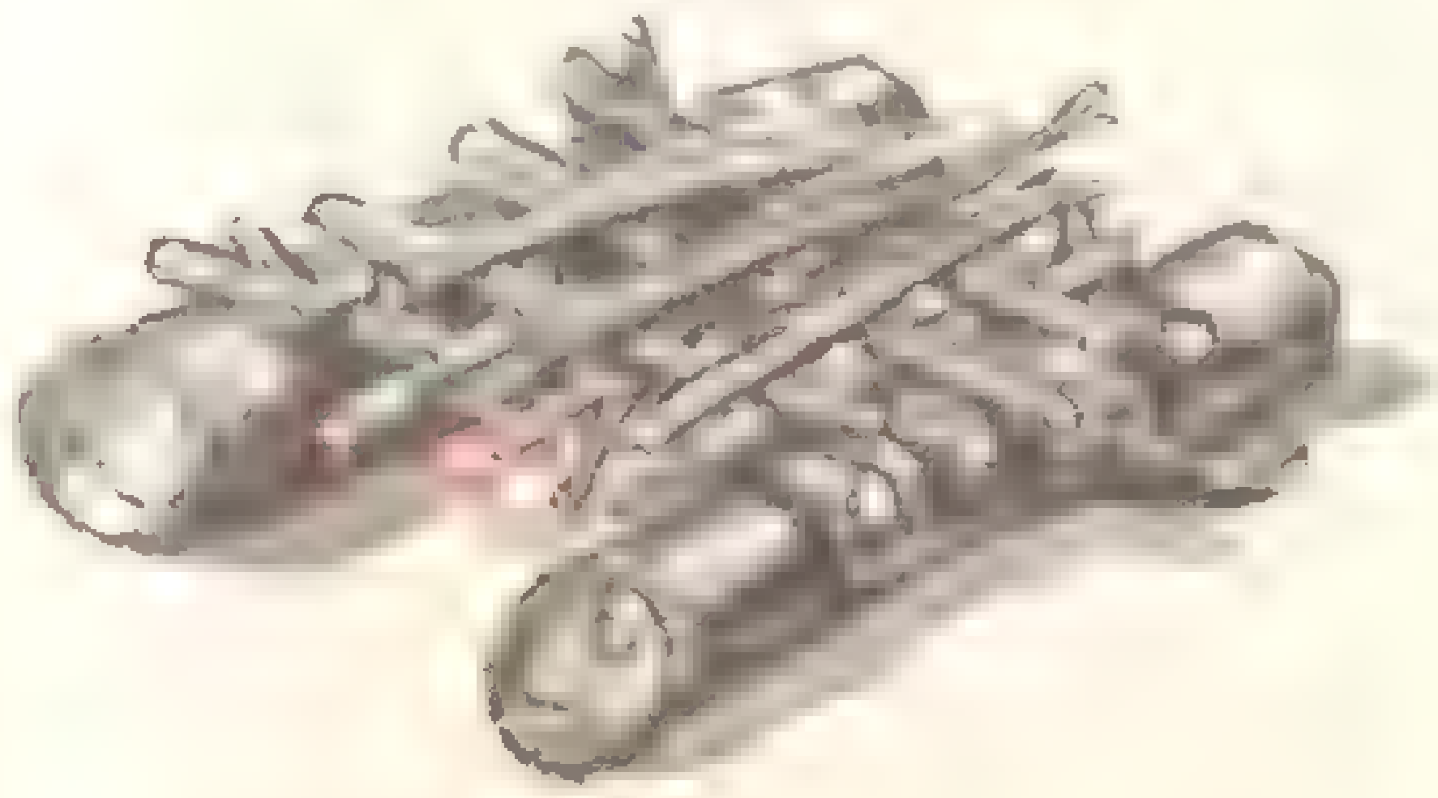
Place tinder on ground. Slant a "lean-to" stick over it. Arrange kindling sticks in shape of Indian tepee. Light from the side the wind comes.



CRISSCROSS FIRE LAY



Place tinder between two thick sticks. Arrange other sticks in crisscross layers.



Cook a simple meal from raw meat (or fish or poultry) and at least one raw vegetable.

Cooking with Pot and Pan

For boiling a hike meal in a pot or for frying it in a pan, you have to figure out a way of placing your utensil over the fire.

You can make a simple fireplace for pot or pan by pushing three stones of equal size close to the fire in the form of a triangle to set the utensil on, or by laying two thick pieces of wood on opposite sides of the fire, parallel to each other.

You can also hang a pot by its handle or bail from a notch in a "dingle stick"—a stick pushed into the ground so that it leans in over the fire, or held in this position by rocks or forked sticks.

Before putting a pot or a pan over the fire, rub the outside with a piece of soap or with wet clay. That trick will make the cleanup much easier.

What did you bring to eat? Meat and vegetables? Very well—here are a couple of ways to prepare them:

Ground Steak with Home-Fried Potatoes. For one serving: ⅓ pound of chopped round steak or hamburger made into a ¾-inch-thick cake; one large potato, peeled and cut into ¼-inch slices; one level tablespoon shortening; a pinch of salt. Melt shortening in pan. Put in the potato slices and fry until slightly browned. Cover the pan with a lid and continue frying by steam, until potatoes are done. Push potatoes to one side, put chopped meat cake in the pan and fry on both sides until done. Season with salt.

Quick Stew. For one serving: ¼ pound of ground beef or lamb; one large potato, peeled and cut into ½-inch cubes; one medium onion, peeled and cut into ¼-inch slices; one medium carrot, scraped and cut into ¼-inch slices; one level tablespoon shortening; a pinch of salt. Melt shortening in pot and fry the onion slices until brown. Add ground meat, breaking it apart and mixing it well with the onions. Fry until almost done. Add potatoes and carrots and enough water to barely cover the mixture.

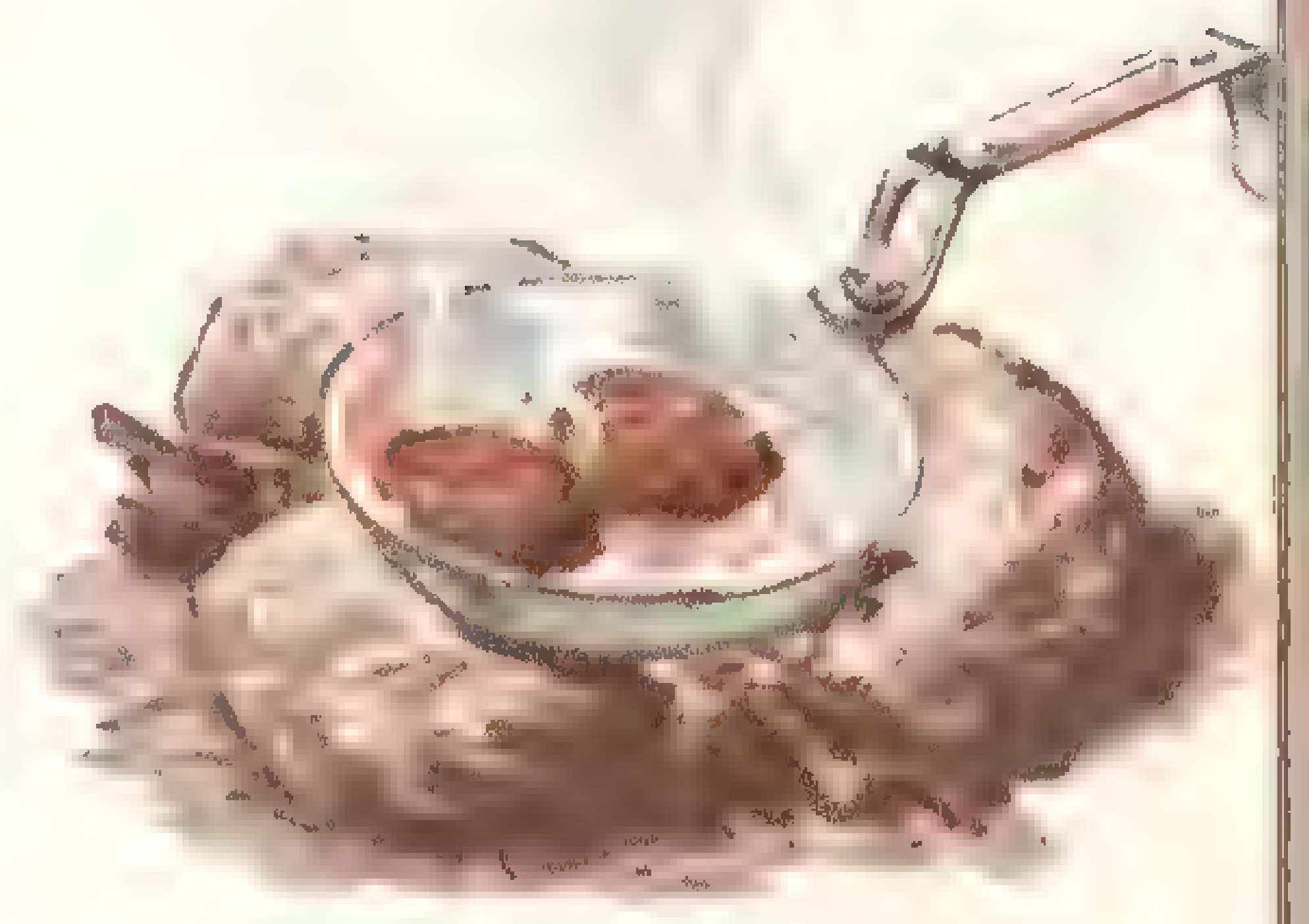
Heat to boiling, then place the pot where the contents will simmer (boil gently) for about half an hour or until the potatoes are done. Season with salt.

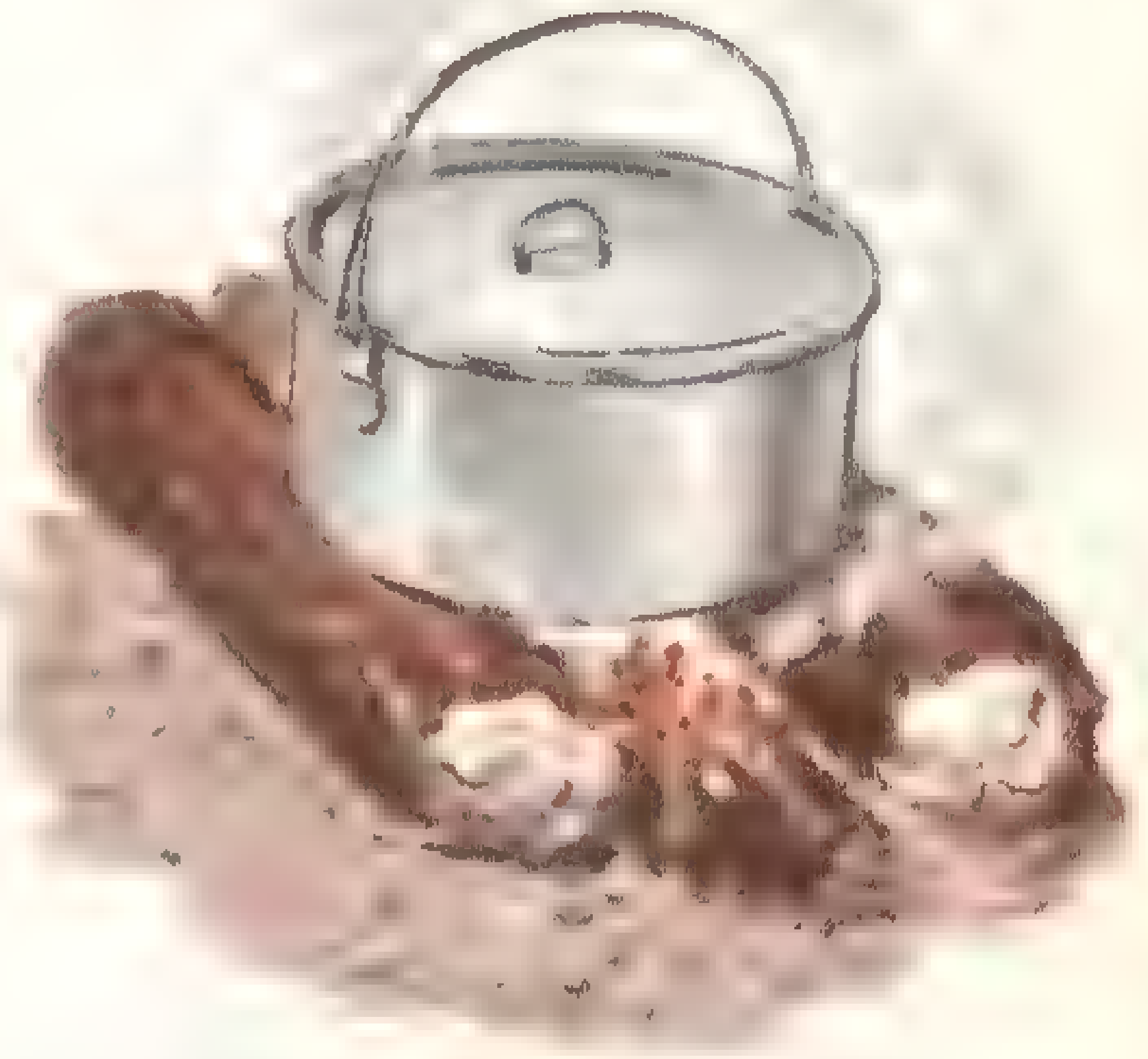
Pork Chops with Fried Tomatoes. For one serving: ½ pound of pork or lamb chops; two medium tomatoes, cut in ½-inch slices; a pinch of salt. Place the chops in the hot pan and fry over low fire until brown and well done, about 15 minutes on each side. When chops are cooked, add tomato slices and fry in grease from chops. Season with salt.

Pepper Steak. For one serving: ⅓ pound of flank steak, cut against the grain in ¼-inch slices; one medium onion, peeled and cut in ¼-inch slices; one medium green pepper, quartered, the seeds removed, then cut into ½-inch wide strips; one level tablespoon shortening; a pinch of salt. Melt shortening in pan and fry the onions until brown. Add meat slices and brown them. Throw in the green pepper strips. Cover pan with lid. Continue steam frying over low fire until meat is tender. Season with salt.

Fried Fish with Boiled Potatoes. For one serving: ¼ to ½ lb. fish; one large potato; one tablespoon butter; pinch of salt. Peel and quarter potato. Boil until done in enough water to cover—20 to 25 minutes. Clean fish, wipe dry. Fry in hotter butter until golden-brown on one side. Turn, fry other side. Season.

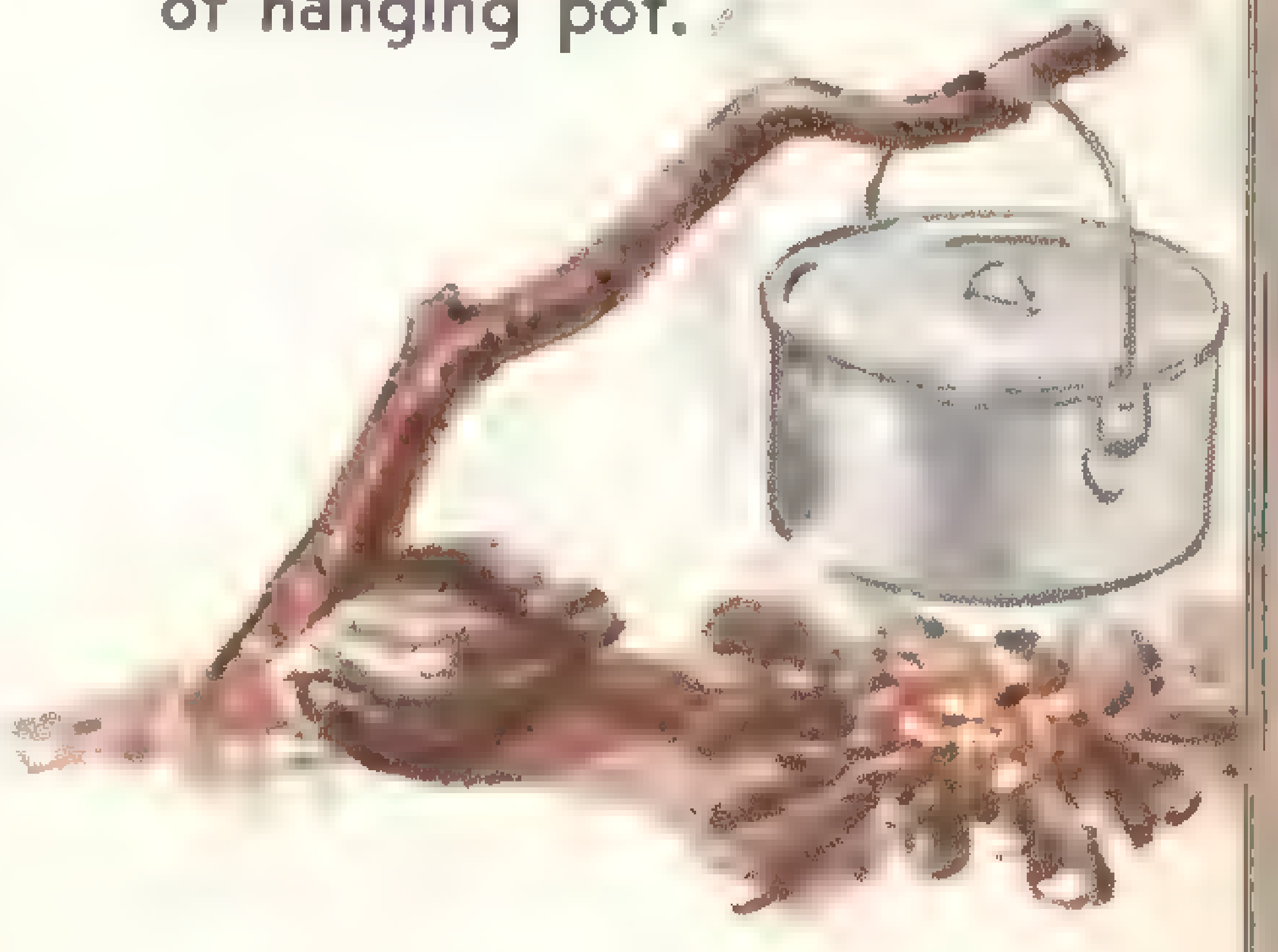
Three stones make a satisfactory support.

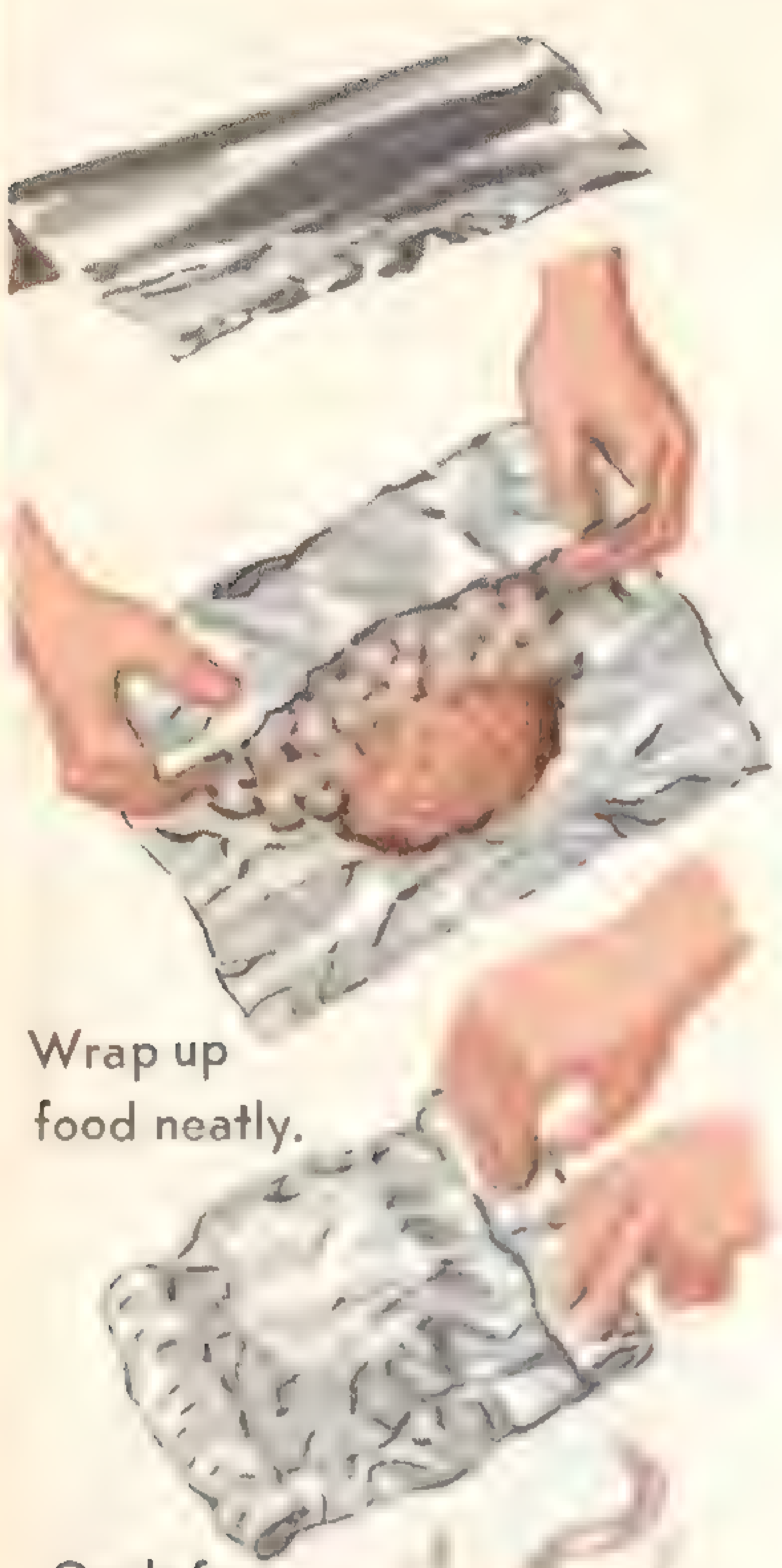




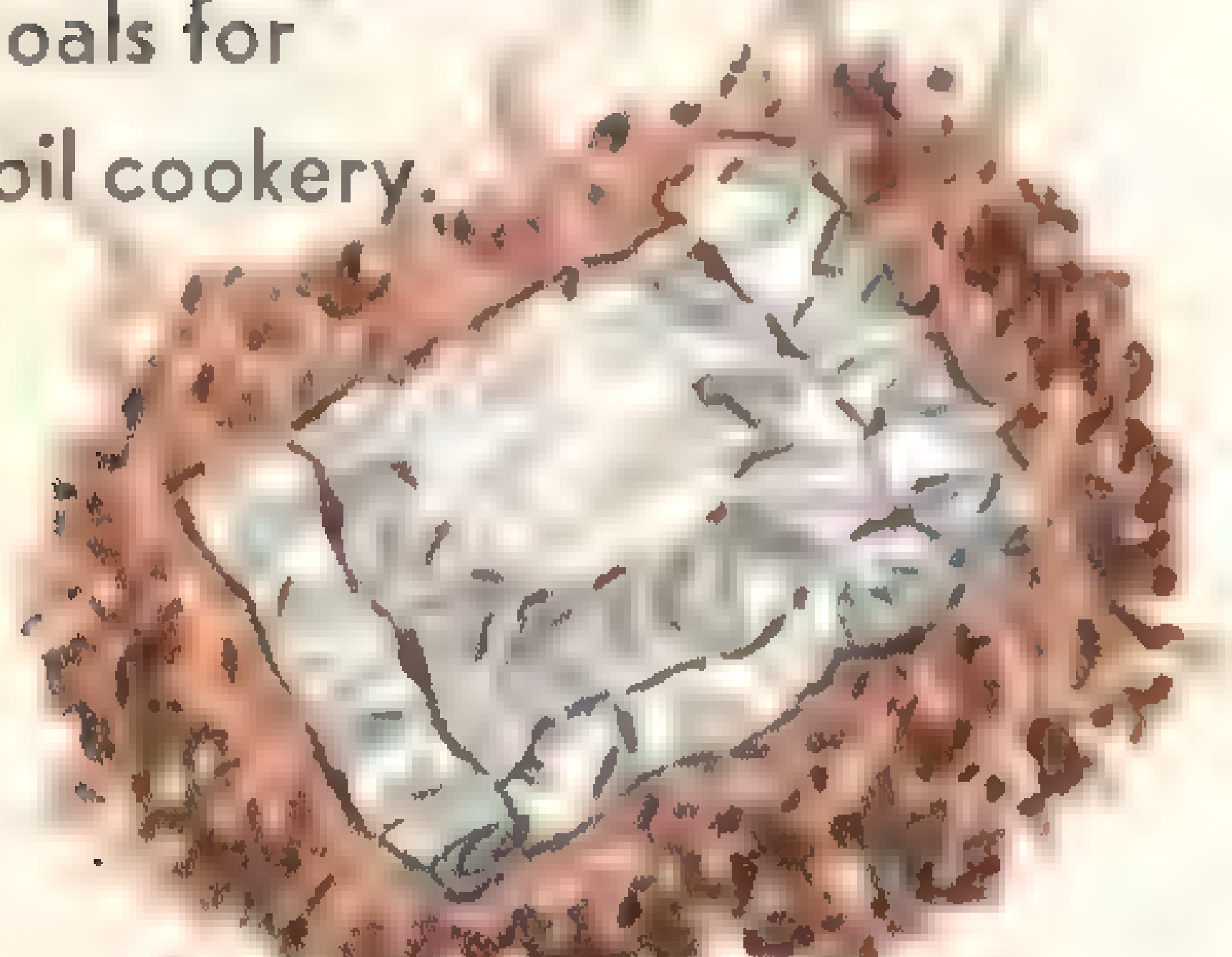
You can use two thick sticks instead.

Dingle stick is woodsman's way of hanging pot.

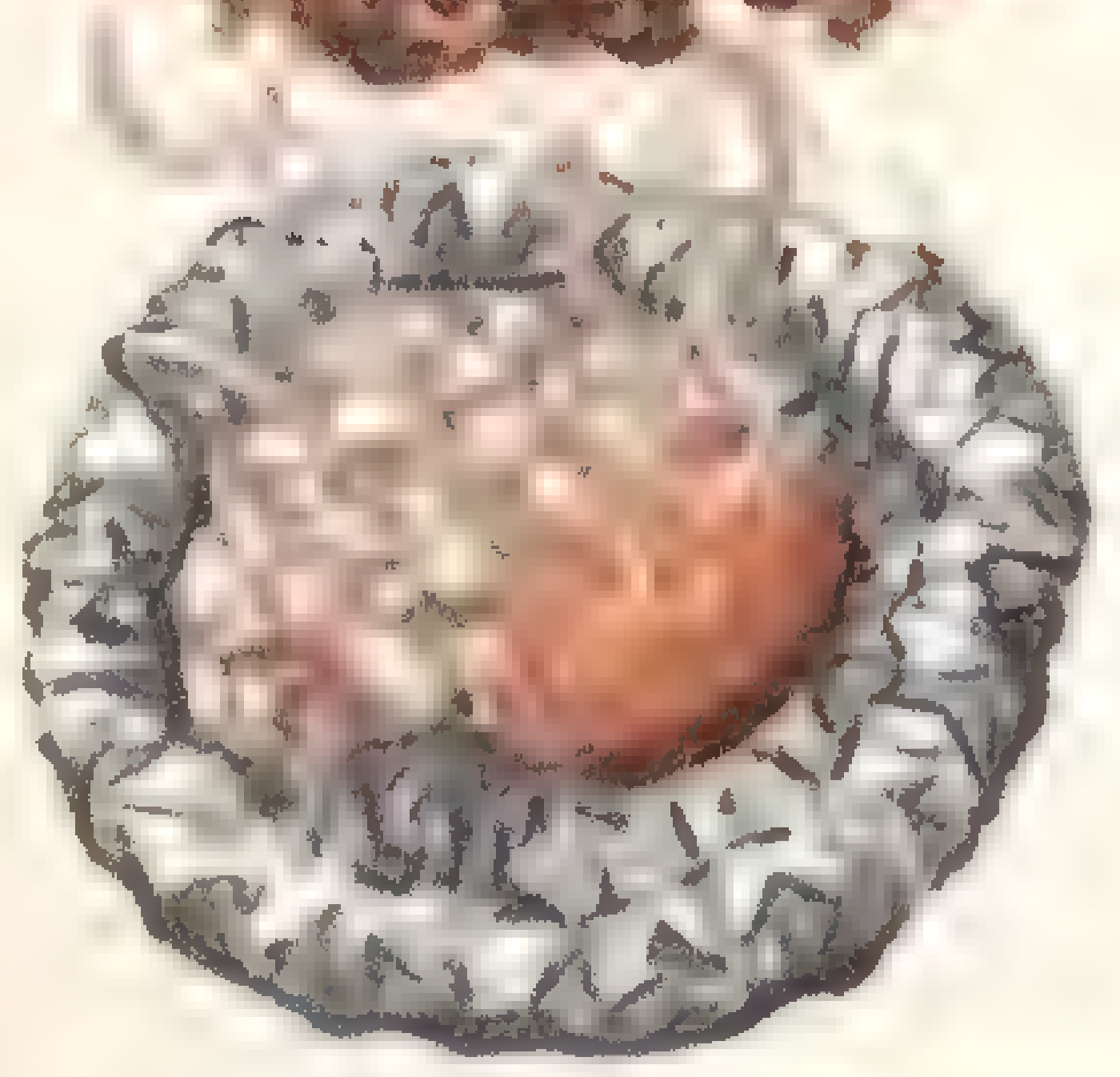




Wrap up food neatly.



Coals for foil cookery.



Serve on foil plate.

Cooking with Aluminum Foil

"Perfect hike meal—no pots or pans to carry—no utensils to clean afterwards." How does that sound to you? Great, but impossible? Not at all—if you go in for aluminum foil cookery. You simply wrap your foodstuff in double thicknesses of foil and place the package in hot coals. When the food is cooked, the foil itself is your plate.

Aluminum foil can be bought in most grocery and hardware stores. It comes in rolls. But don't bring the whole roll—just cut off what you need, fold it up loosely, and bring it along. Or fix your foil package at home, ready for cooking.

The fire is the important thing in aluminum foil cookery. You need coals—so let the fire burn down into a solid bed of them. Push away some of the coals in the center, place your foil package, push the coals back over it, and leave it for the proper length of time.

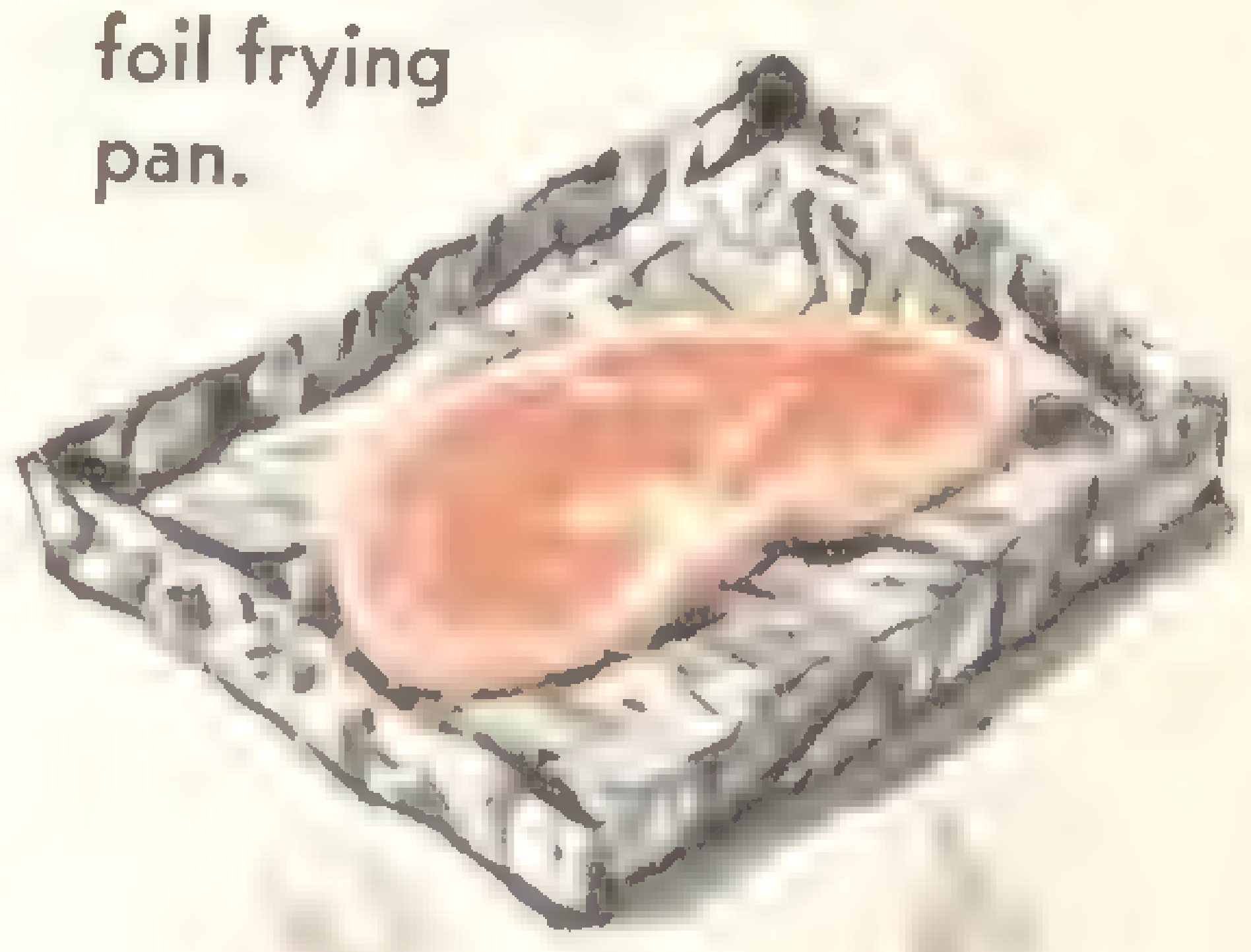
Hamburger à la Foil. For one serving: ¼ pound of hamburger made into a ¾-inch-thick cake; one large potato, peeled and cut into strips as for French fries; one medium carrot, scraped and cut into sticks; a pinch of salt. Place the ingredients side by side on a double layer of foil. Close up the foil package and place it in the coals. Cook 15 minutes.

Foil Stew. For one serving: ¼ pound of lamb shoulder cut into 1-inch cubes; one medium potato, peeled and cut into 1-inch cubes; one medium onion, peeled and cut into quarters; one carrot, scraped and cut into ½-inch slices; a pinch of salt. Wrap the ingredients in double layer of foil. Place package in coals and cook for 20 minutes.

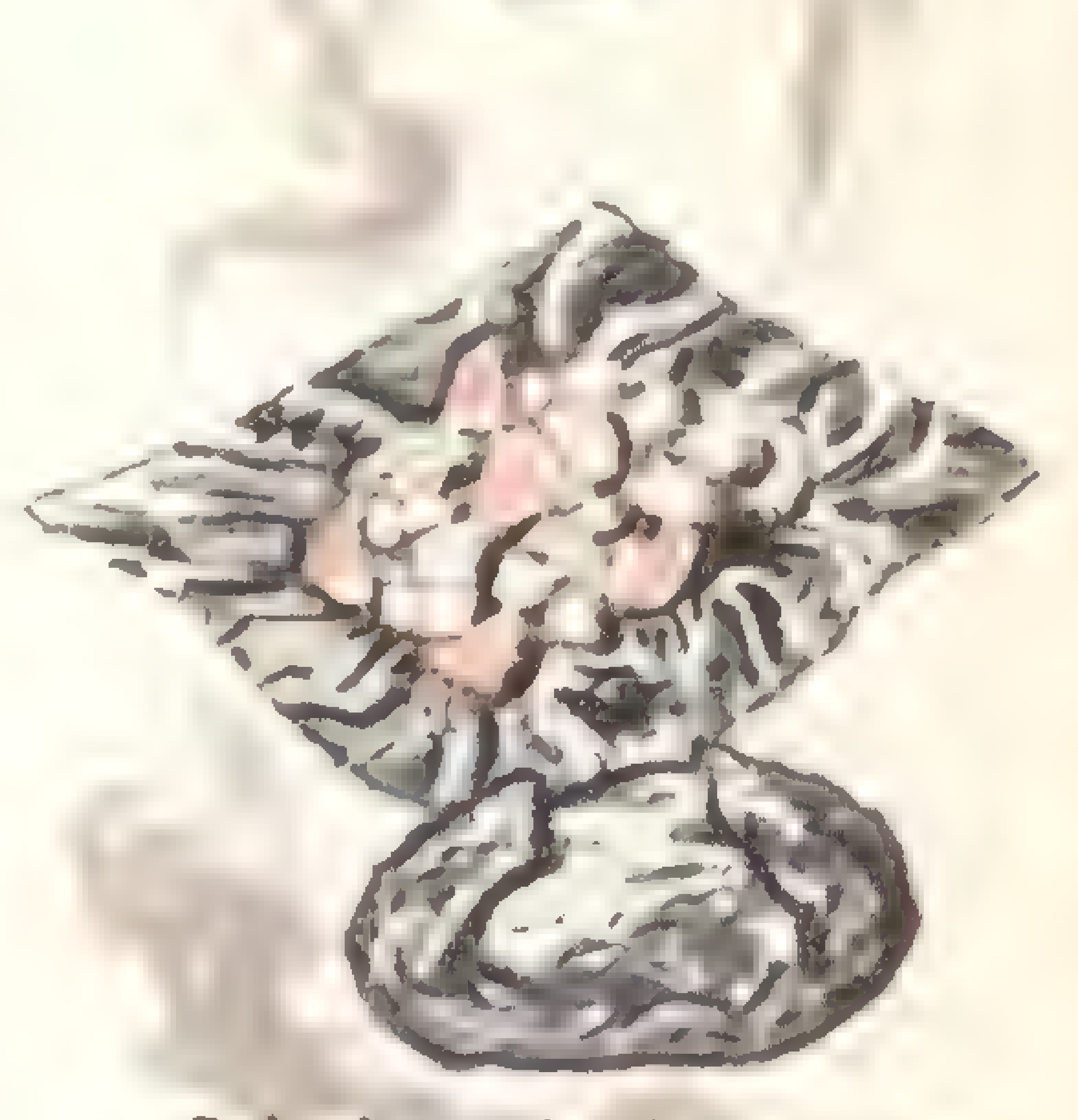
Foil-Broiled Steak with Lyonnaise Potatoes. For one serving: ½-pound steak; one large potato, peeled and cut in ¼-inch slices; one medium onion, peeled and cut in ¼-inch slices; one level tablespoon butter; a pinch of salt. Wrap potato and onion slices in foil, with the butter and salt. Cook in coals for 15 minutes. The steak is not wrapped, but placed on a piece of aluminum foil directly on top of hot coals. Cook one-inch thick steak 6 minutes on each side for rare, 8 for medium, and 10 if you like your steak well done.

Fried Chicken and Roast Corn. For one serving: one chicken leg (drumstick and thigh, cut apart); two ears of corn, with husk and silk removed; one level tablespoon butter; a pinch of salt. Smear chicken pieces with butter and wrap in separate packages. Spread remaining butter on the corn, sprinkle with salt, and wrap ears in separate packages. Cook chicken in coals 20 minutes, corn 10.

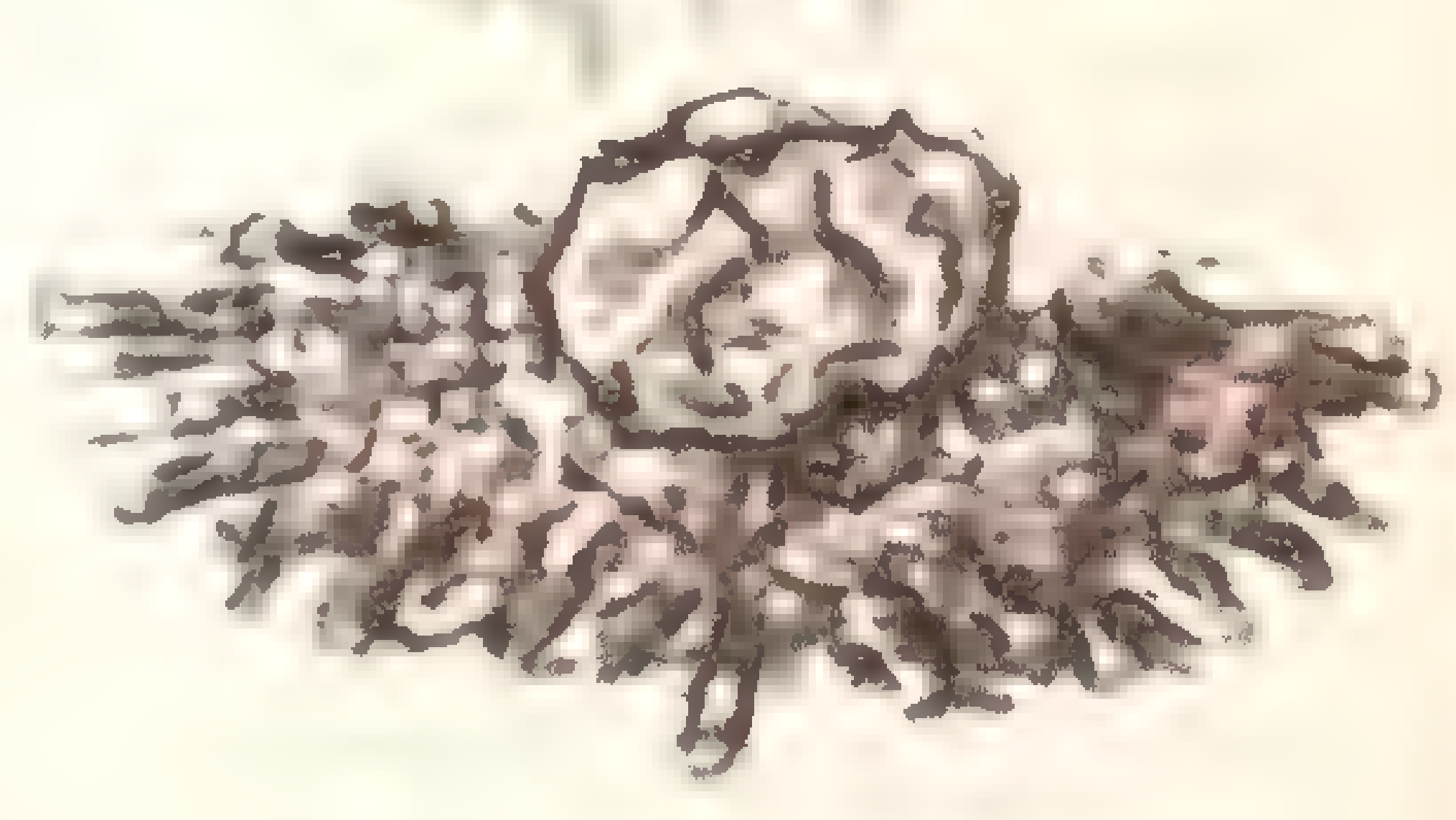
Baked Fruit for Dessert. Wrap apple or banana in aluminum foil. Place wrapped fruit in the hot coals. Bake apple about 30 minutes, banana 10.



Your aluminum foil frying pan.

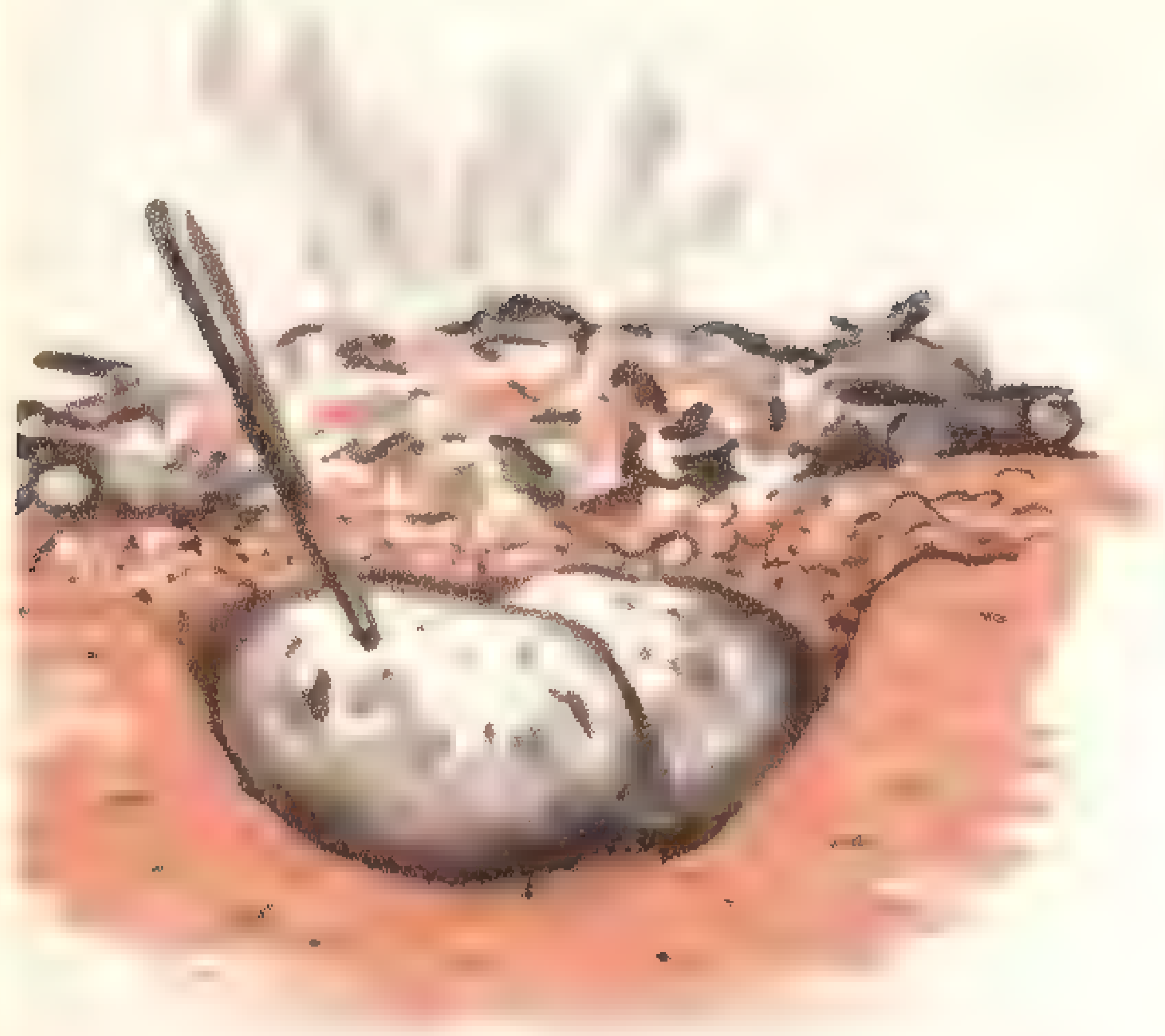


Baked apple for dessert.

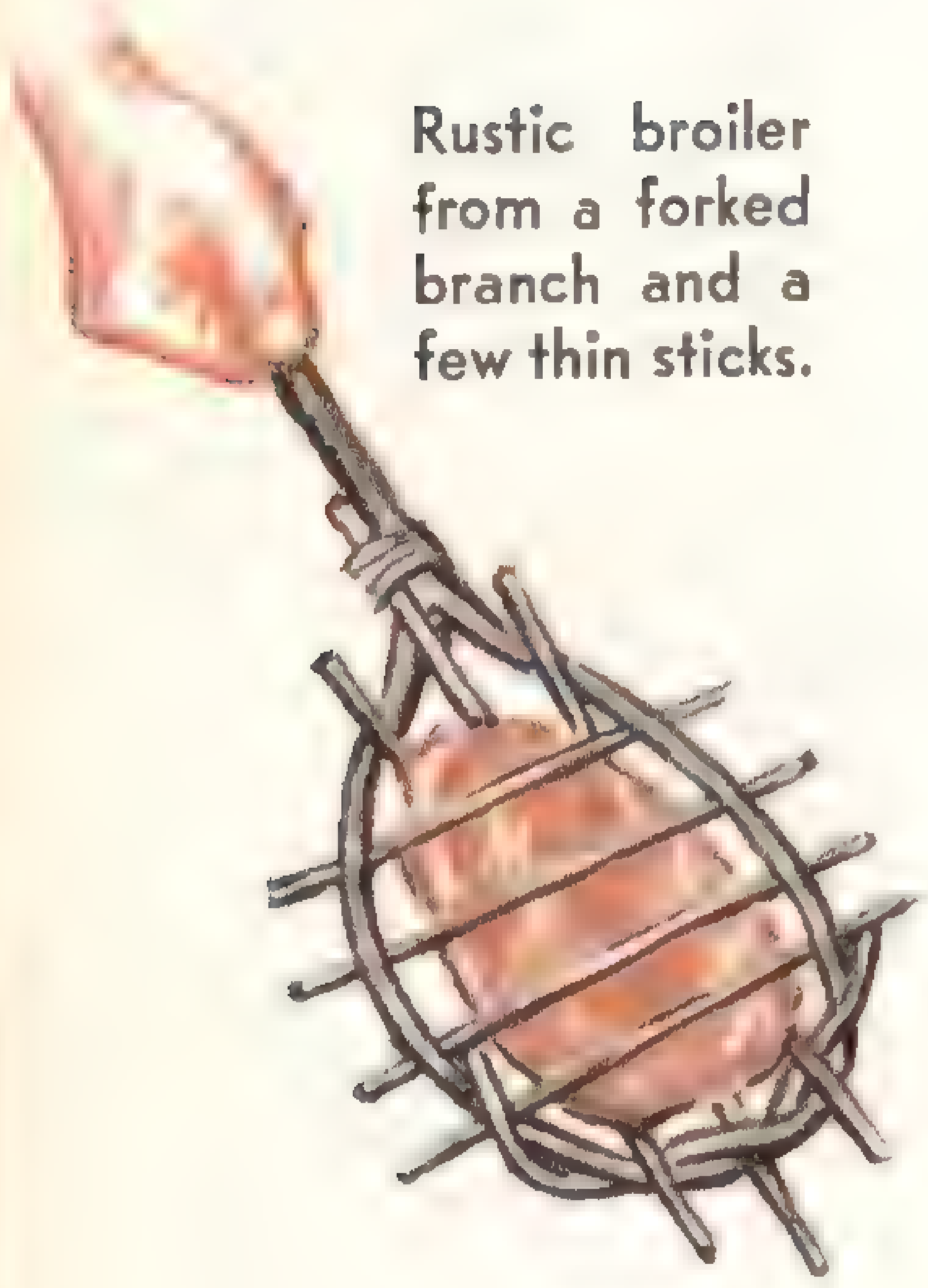


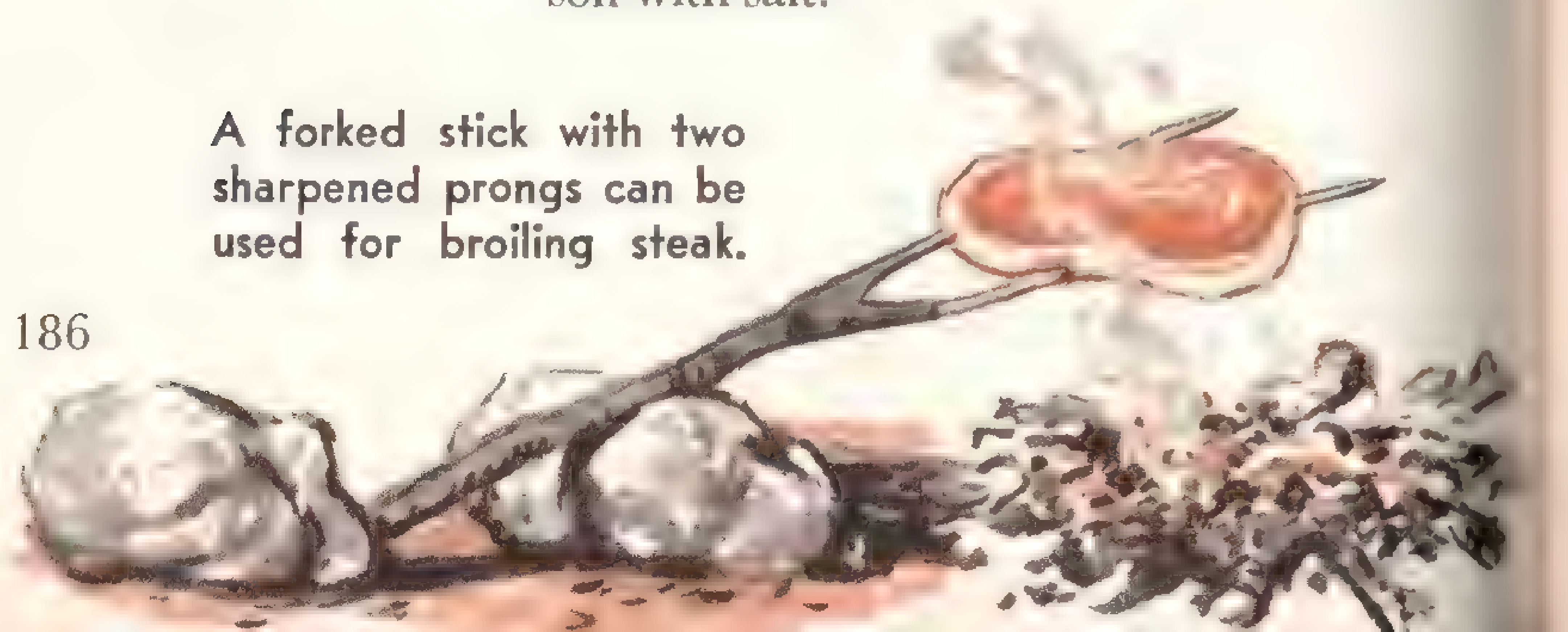
Cooking without Utensils

When it comes right down to it, you need neither pot nor pan nor aluminum foil for your hike cookery. You can cook woodsman style, without any kitchen helps at all. Here again, as in aluminum foil cookery, your cooking depends on your fire. Let it burn down into a bed of clean coals before using it.

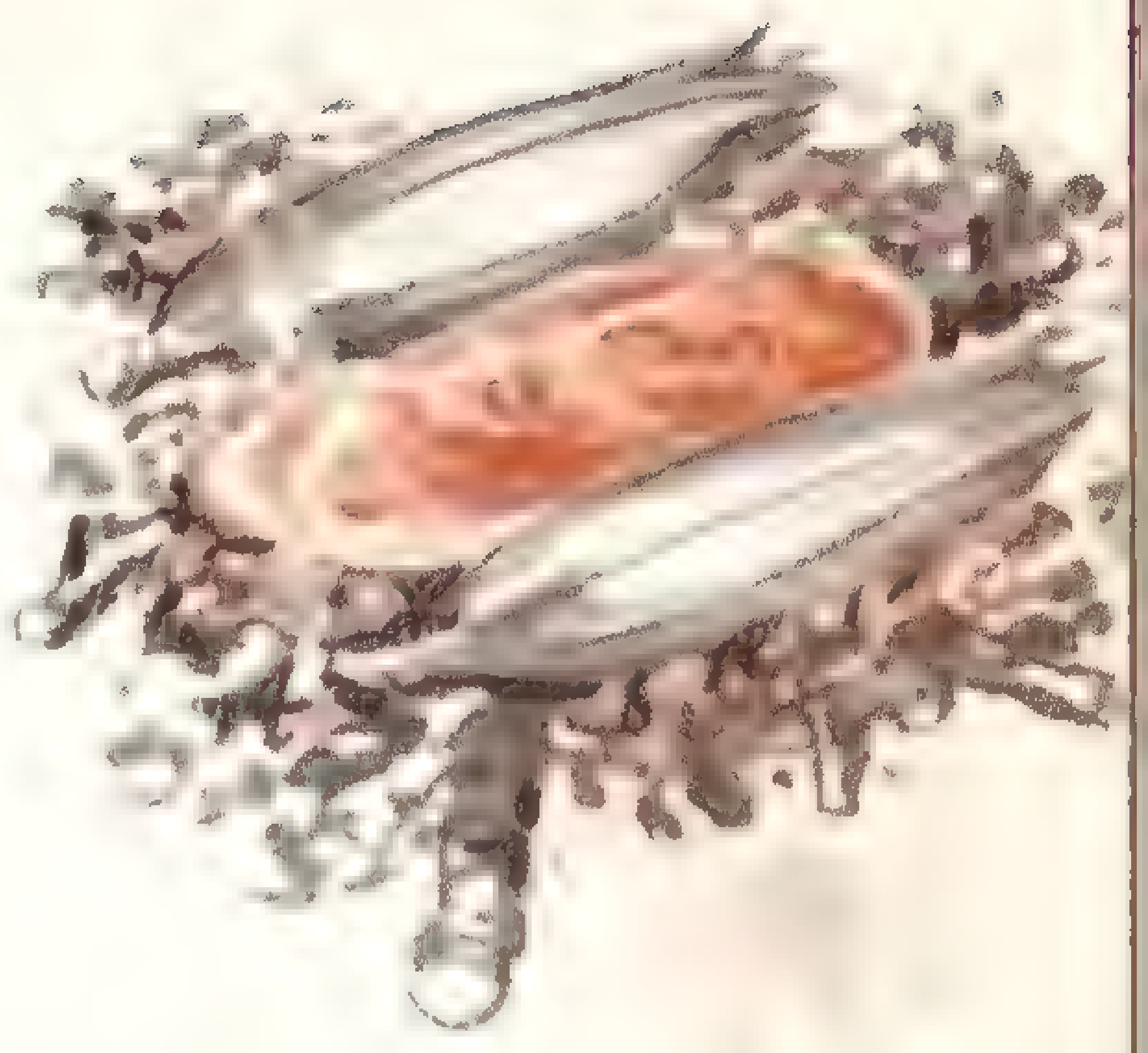

Bake potatoes in the ground under hot coals.

Broiled Steak and Baked Potatoes. For one serving: ½-pound steak; two medium potatoes; a pinch of salt. Before starting the fire, scoop a hole in the ground a little deeper than the thickness of your potatoes. Start a fire over the hole and keep it going for half an hour. Push the coals aside with a stick, place the potatoes in the hole, cover them with a half-inch layer of dirt, and push the fire back over them. Put on more wood and keep the fire going for about an hour more. In the meantime make a rustic broiler from a thin forked stick by twisting the prong into an eye and placing cross sticks on it to hold the meat. Broil the steak on this broiler for about 8 minutes on one side, 8 on the other. Test the potatoes in the coals by pushing a sharp pointed stick into them. When the stick goes in easily, the potatoes are done. Season with salt.

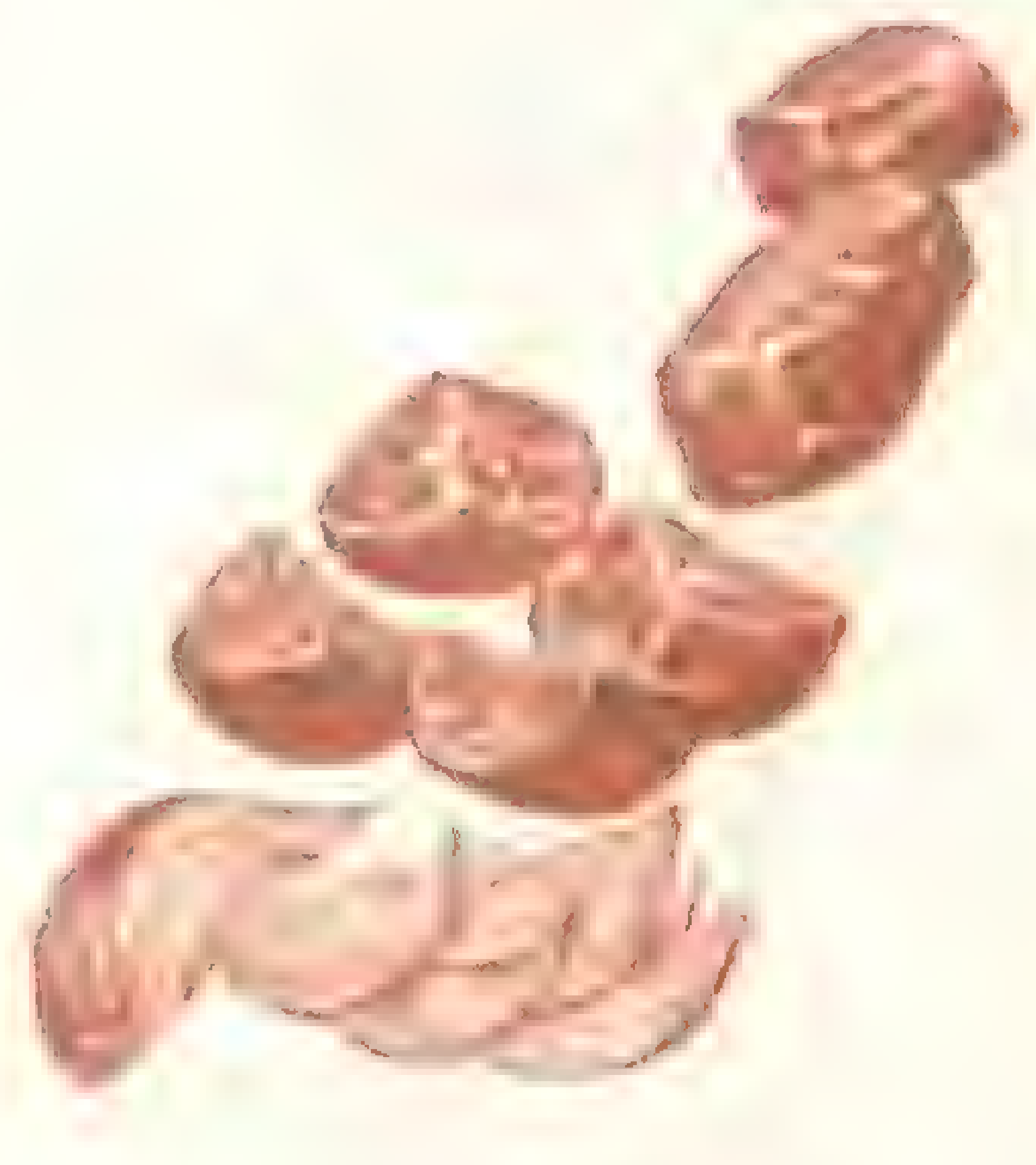

Rustic broiler from a forked branch and a few thin sticks.

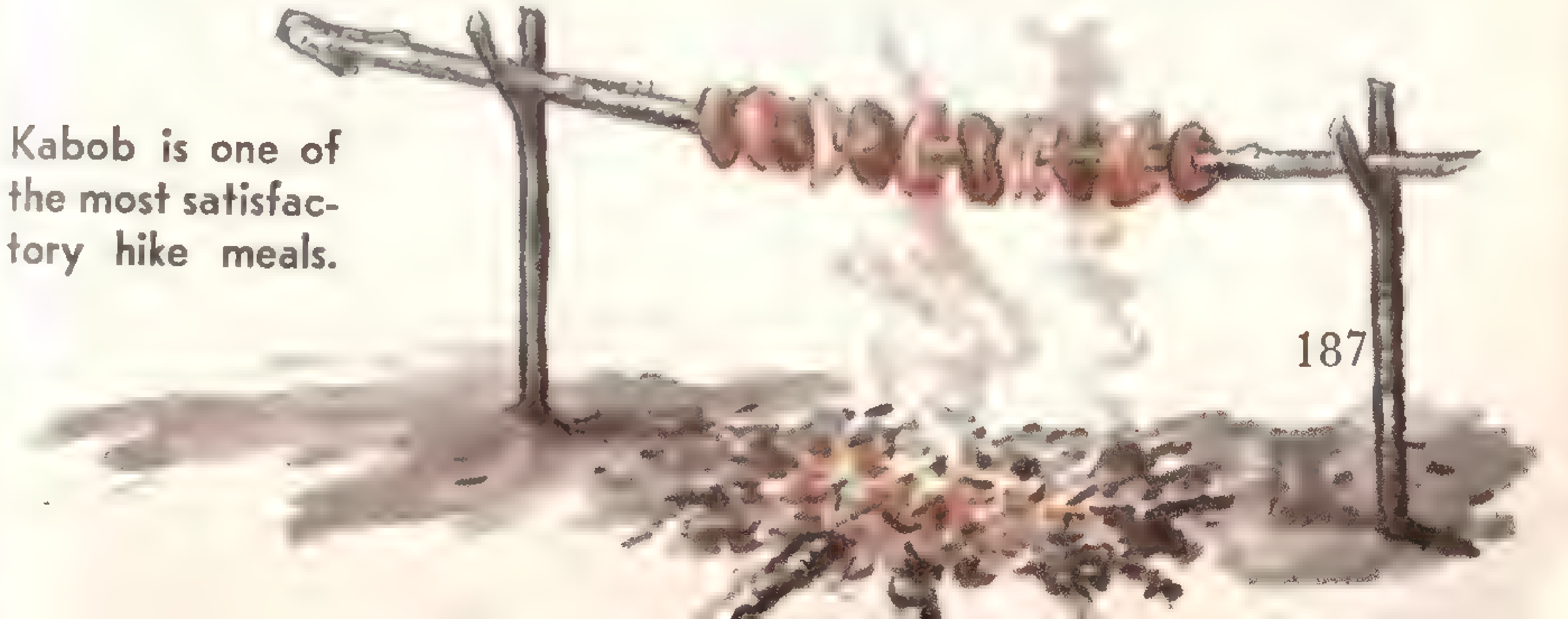

A forked stick with two sharpened prongs can be used for broiling steak.

Caveman Steak and Roast Corn. For one serving: ½-pound steak; two ears of corn; a pinch of salt. Open the corn husks without pulling them off, remove the silk completely, and close up the husks again. Soak the ears in water a few minutes. When fire has burned down to coals, blow away the ashes, and place the steak directly on the glowing embers. Place corn next to steak. Turn steak and corn once—after about 8 minutes—and cook on the other side for 8 minutes. Season with salt.


Steak can be broiled and corn roasted directly on the coals.

Kabob or Shish Kebab. For one serving: ¼ pound of steak or lamb shoulder cut into one-inch cubes; one onion, peeled, cut lengthwise, and opened into separate leaves; one small tomato, cut into quarters; a pinch of salt. Make a skewer from a straight stick as long as your forearm and as thick as a pencil. Sharpen the thinner end of the stick to a point. String meat, onion, and tomato alternately onto the stick. Place skewer over the coals on two small forked sticks or rest it on two stones one on each side of the coals. Cook 10 to 15 minutes. Season with salt.

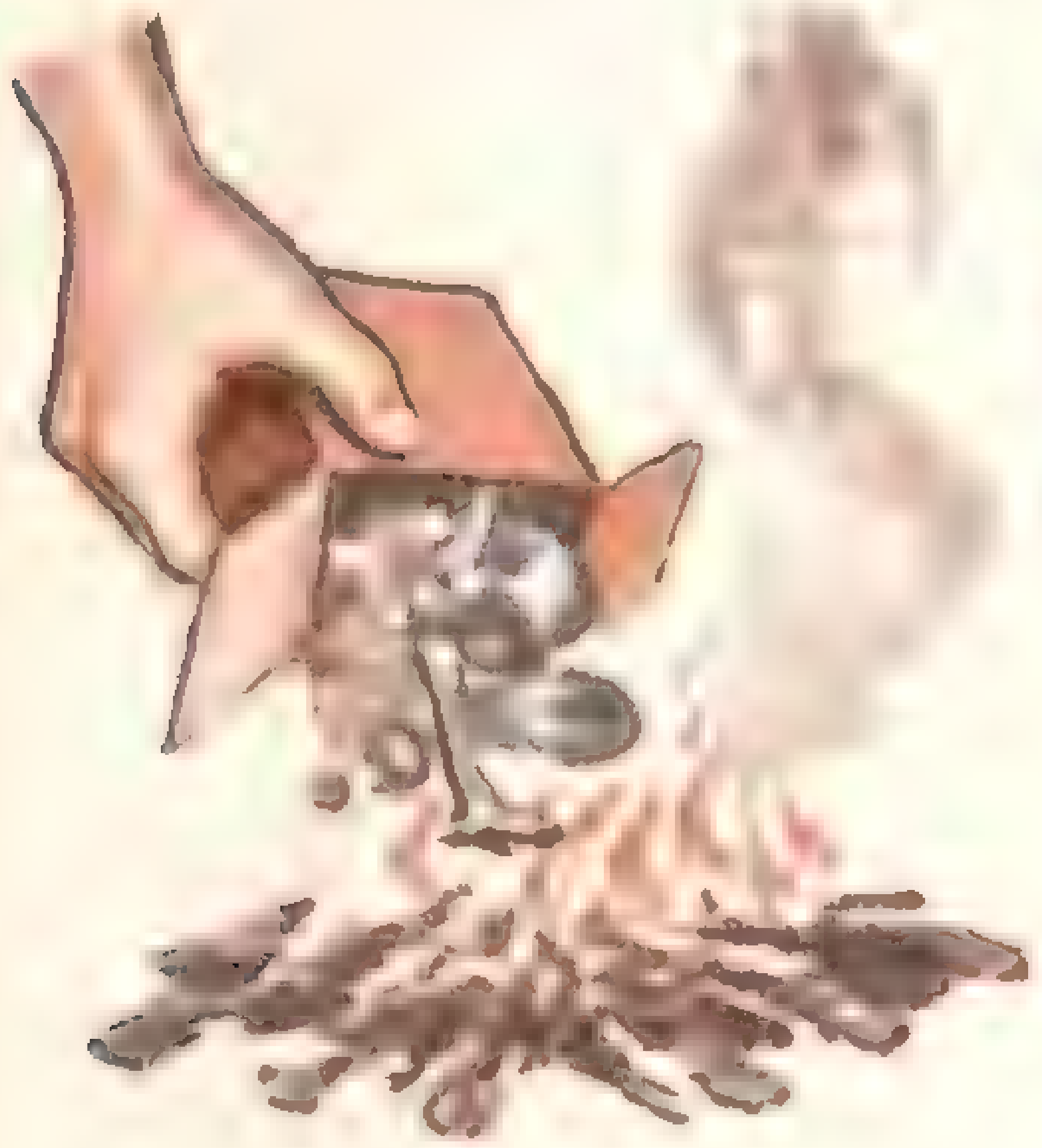

For kabob, string meat and vegetables on a slender, pointed stick.


Kabob is one of the most satisfactory hike meals.

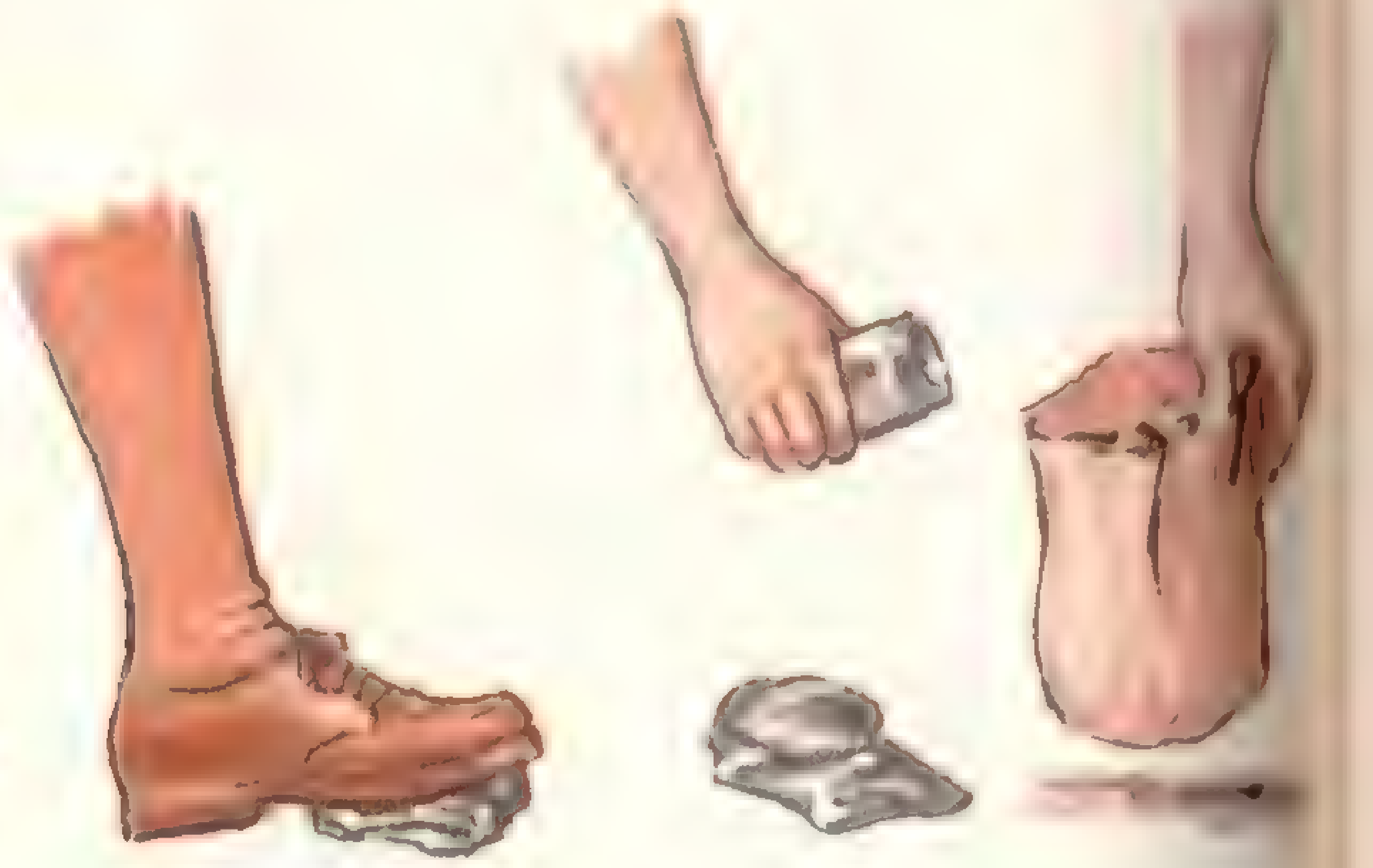
Clean Up and Put Out

Ummm! What a meal that was! You are full of energy. Now to continue your hike. But there's a double job to be done befor you leave—of cleaning up and putting out.

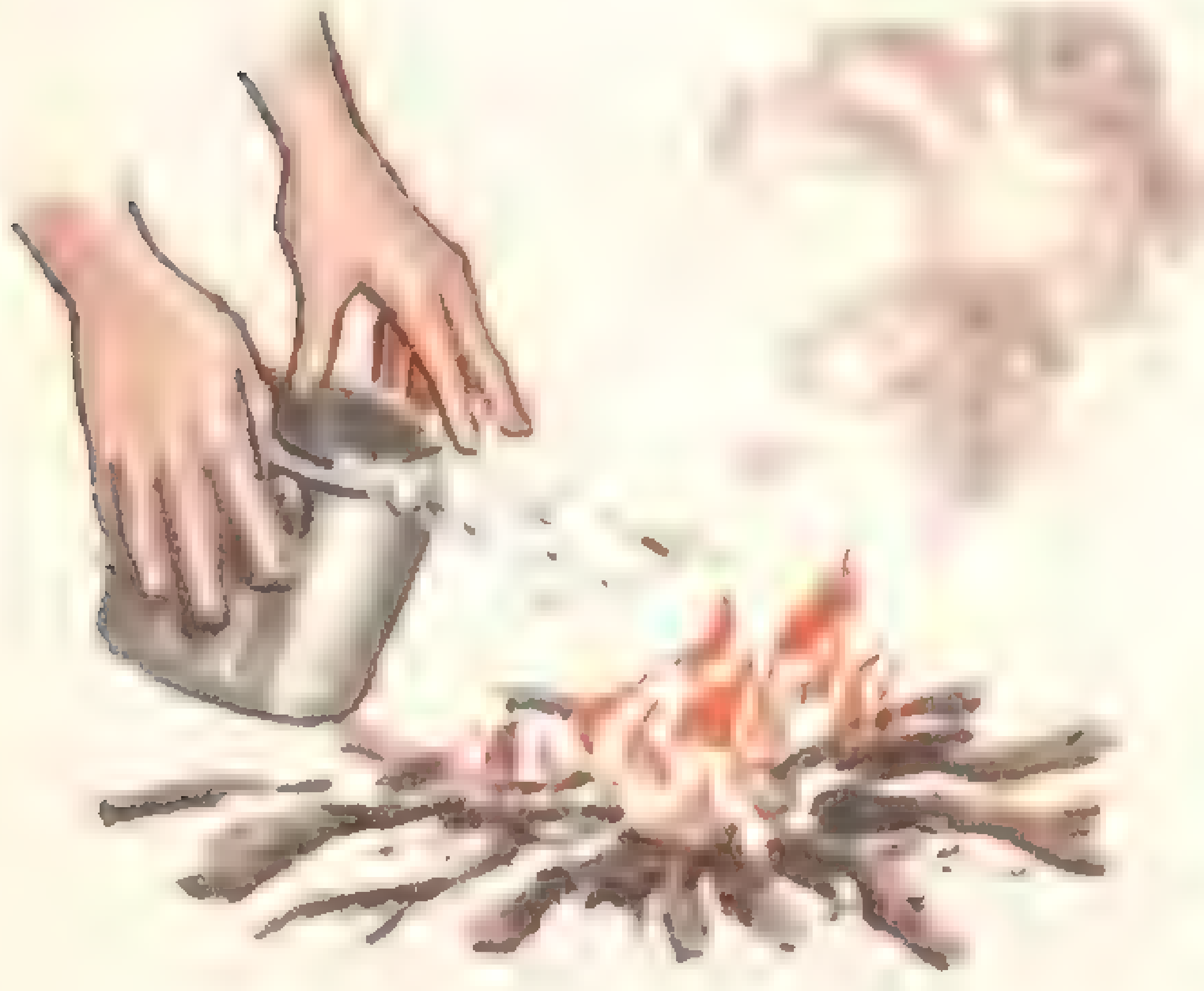
Dispose of garbage in proper manner. Clean utensils. Put out fire. Clean up the site thoroughly.



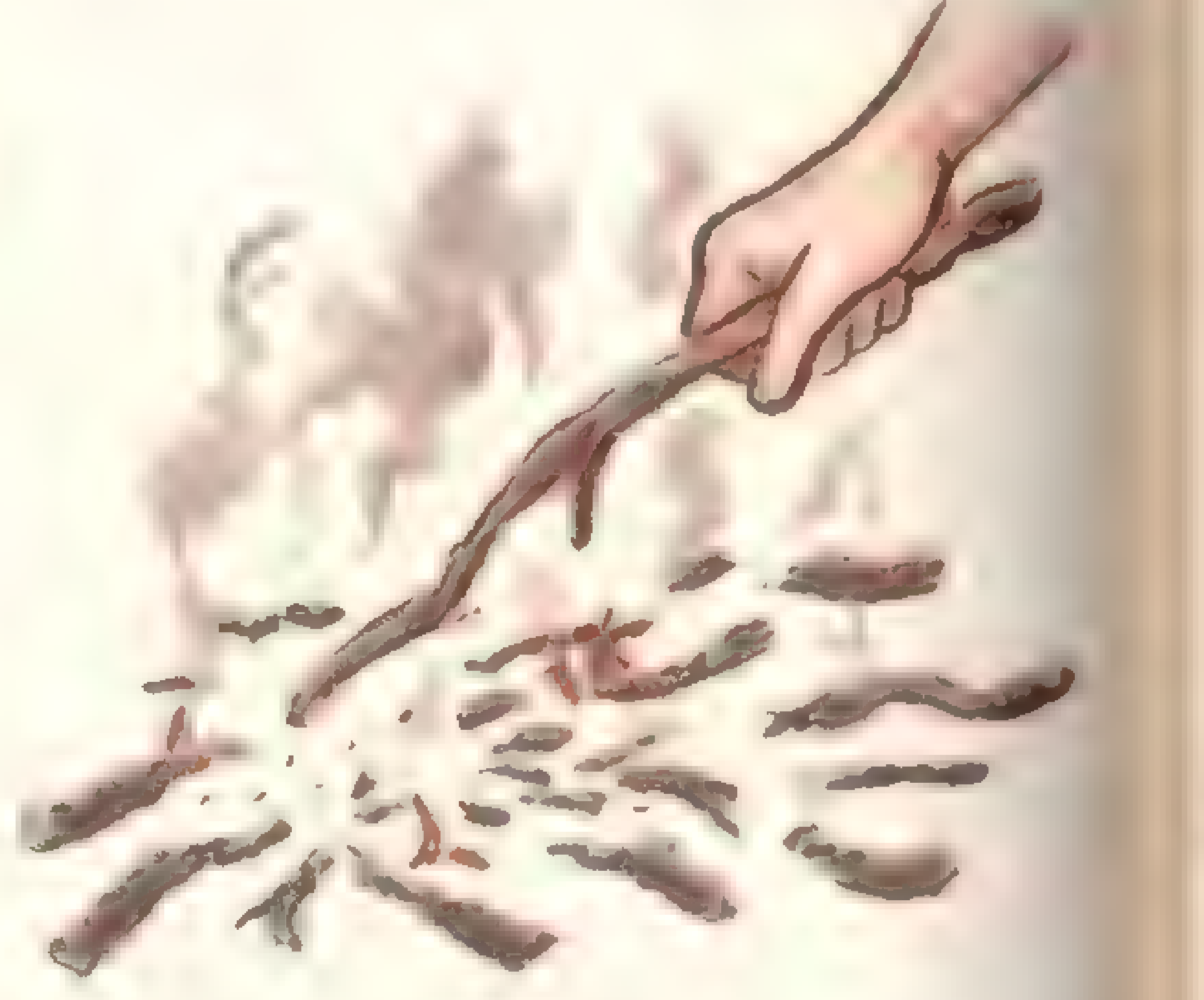
Burn all the garbage that can be burned.



Wash out cans and flatten them underfoot. Take cans, bottles, and jars home with you.



Extinguish your fire by sprinkling it thoroughly with water.



Turn smoldering sticks and logs over and drench them on all sides.

Cleaning Up. The best cleaning-up rule is: "Make no mess, and you have no mess!" The less mess you have made, the quicker you will have everything in shape. Do a thorough clean-up job. Overlook nothing.

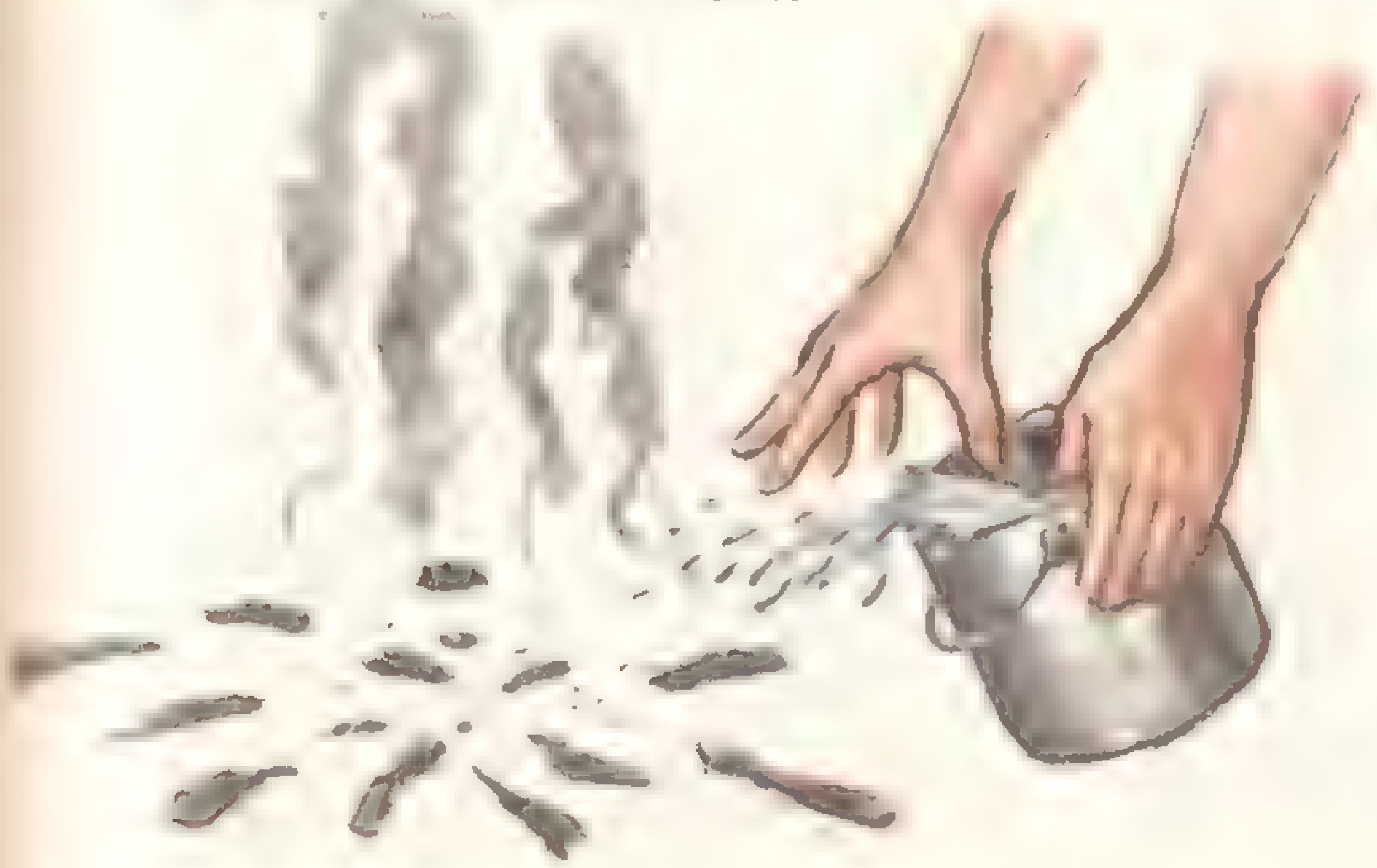
Before putting out the fire, burn whatever garbage will burn: paper, vegetable peelings, steak bones.

What won't burn, take with you to put in your garbage can at home: empty cans (wash them out and dry them before packing them), aluminum foil (burn off the grease), jars. Don't bury such things, as careless hikers sometimes do—animals dig them up and scatter them about. It's very little trouble to take them back home—after all, what is left takes up much less room than what you brought. Take along an empty bag for the purpose.

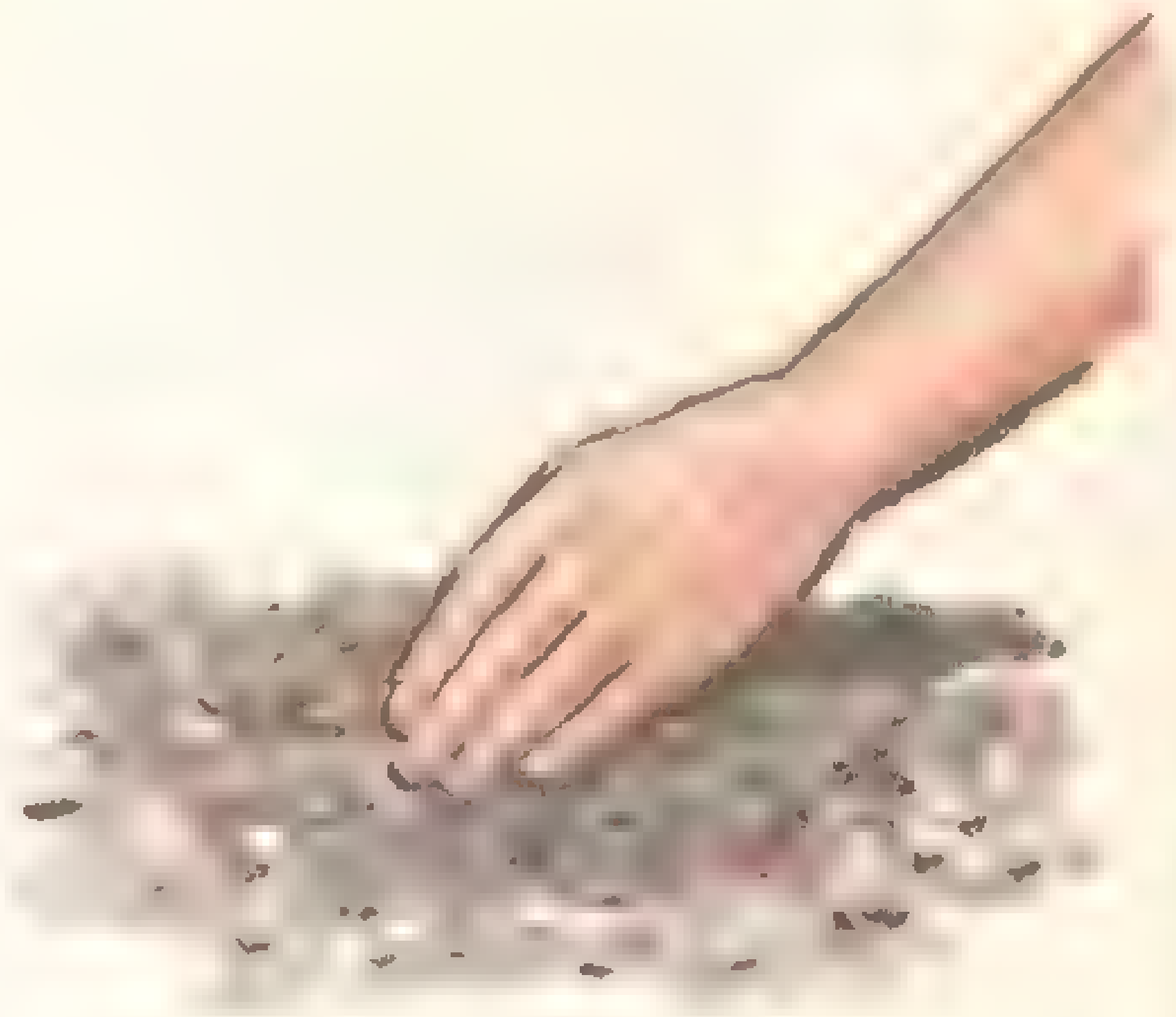
One of the greatest scourges of the American countryside is the "litter bug" who drops his trash everywhere. By taking your trash home you help "Keep America Beautiful."

Putting Out the Fire. It is criminal to leave a fire that is still alive. Be positive that yours is out, that the last spark has been DROWNED!

Sprinkle (do not pour) water on the embers. Stir with a stick until soaking wet ashes remain. Turn logs and sticks and drench both sides. Wet the ground around the fire. Finally cover the spot with dirt or bury the wet ashes. Make the place look as if no one had been there.



Continue using water until only soaking-wet ashes remain where you had your fire.



Bury wet ashes or cover spot with dirt.

FIRST AID

"Accidents will happen," they say. They shouldn't—but they do.

There may be many times in your Scouting life when you will come face to face with an accident. Out alone or with the gang, you may come upon a serious automobile smashup. Some summer day, you may have to save a person from drowning. In camp, a green Tenderfoot may cut himself with an axe or get stung by a hornet. On a hike, you or your pal may develop a blister or sprain an ankle. And at home, some member of the family may have a fall, or a child down the street may swallow some poisonous cleaning fluid.

In each case, you may be the one to give the necessary first aid.

It feels good to have a thorough knowledge of first aid. It is good to know that you can take care of yourself if you get hurt. But even more important, it is good to know that you are able to help other people who may be in trouble.

Explain what first aid is and tell how to act in case of an accident.

What Is First Aid? First aid is very definitely aid given *at first* in case of injury or sickness. That word "first" suggests that there is more to follow—the aid given by a person who has many years of training for the job—the doctor. Never play at "doctoring." If a case is at all serious, get a doctor.

To do a good first aid job, you must realize that there is more to first aid than stopping bleeding or bandaging a wound. The way you act in an emergency has a great bearing on the patient's recovery. The *confidence* you show because you know what to do, the *common sense* you display in doing first things first, your *calmness* and *cheerfulness*—all these will make your patient feel that everything is being done that can be done and will help put his mind at ease.

"Hurry Cases"

Most of the accidents you will come upon will be minor ones where you can take your time to plan and to act. But some day, you may be up against one of the "hurry cases" where life is at stake, where you have to move with utmost speed.

These are the "hurry cases"—

1. Blood is spurting or gushing from a wound—it must be stopped immediately.
2. Breathing has ceased—it must be started again by artificial respiration.
3. Poison has been swallowed—it must be made harmless.

JUMP TO THE JOB. A second saved may mean a life saved.

Show how to handle "hurry cases" of arterial bleeding and stopped breathing, and tell what to do for poisoning by mouth.

"HURRY CASES"

1 Arterial bleeding will require immediate action.

2 Stopped breathing calls for artificial respiration.

3 Internal poisoning may be matter of life or death.

Shock is present in all accidents and requires care.

Severe Bleeding. A car crash, a railroad accident, carelessness with an axe or with a power tool—you rush to the scene, and there is a victim with blood spurting from a wicked-looking gash!

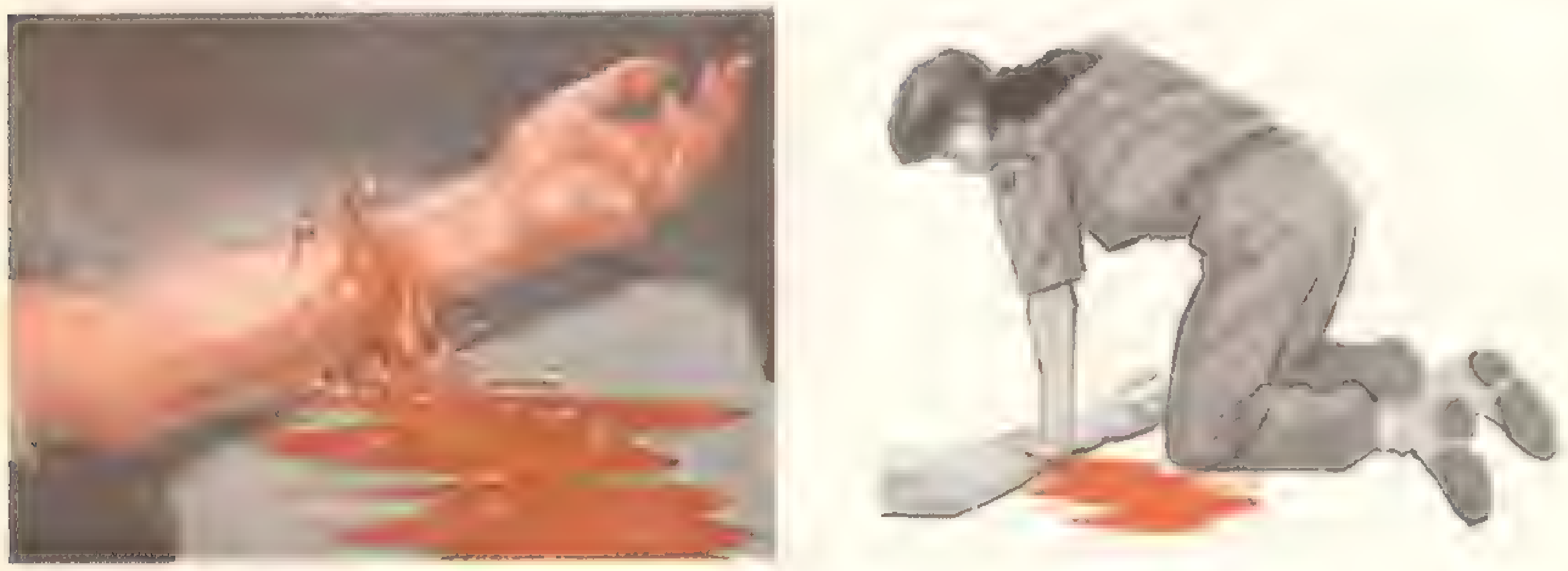
Grab at the wound with a bare hand and PRESS—HARD! Stop that blood! Then use your free hand to reach for your neckerchief or handkerchief or tear a piece off your shirt—or, if someone is near, call for a cloth folded into a pad or for a sterile gauze pad. Let go of the wound for the split second it takes you to slap the pad on it, then press again. Finally, tie pad firmly in place with some kind of bandage. If pad gets blood-soaked, don't remove it. Just put another pad on top of the first, and another bandage.

Then to a doctor or a hospital!

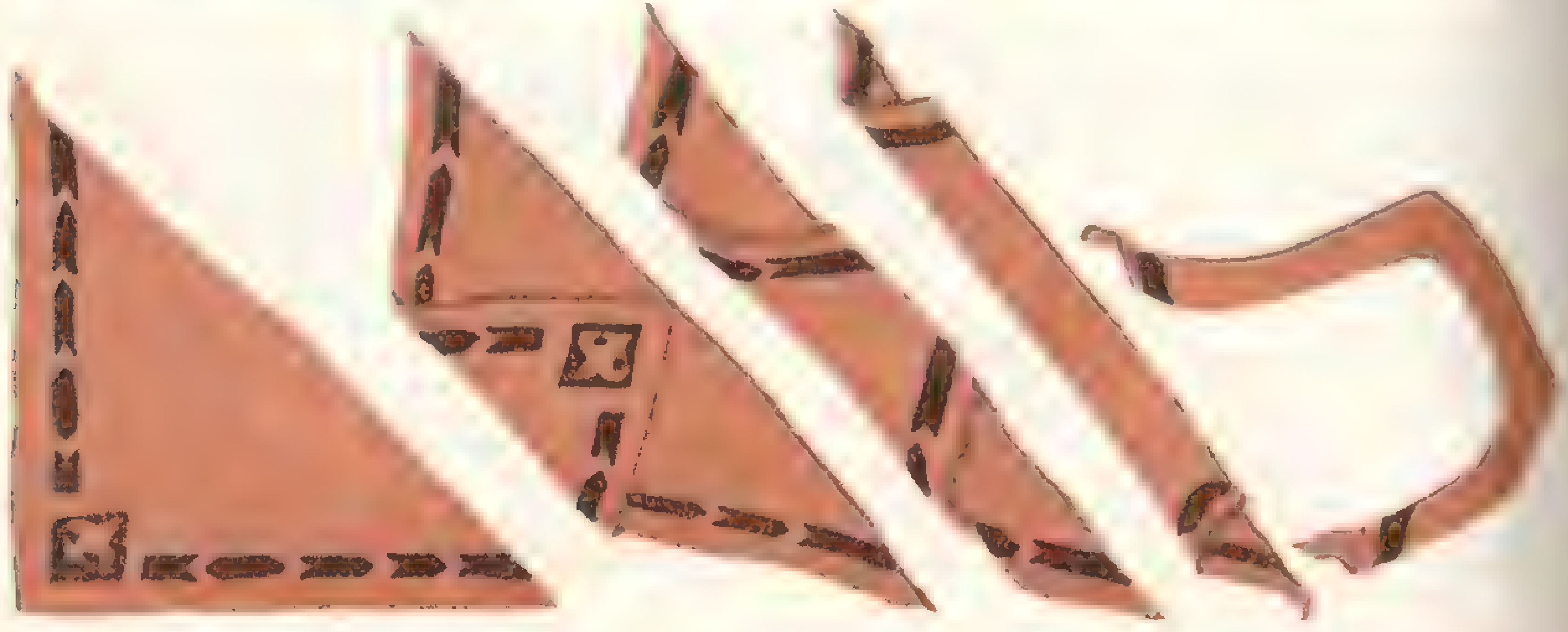
Usually, direct pressure on the wound will stop even the most severe bleeding. There is only one extreme case where it probably won't—where an arm or a leg is almost or completely cut off and where the artery gushes blood. In such cases—and ONLY WHERE THE CHOICE IS BETWEEN LOSING A LIMB OR A LIFE—you may have to apply a tourniquet.

To make a tourniquet, twist your neckerchief into a bandage about two inches wide. Wrap this bandage twice around the limb on the side nearest to the heart, leaving about an inch of skin between the wound and the tourniquet. Tie an overhand knot. Place a strong stick on the knot and tie it in place with a square knot. Turn the stick until the blood stops. Tie one end of the stick to the limb to keep it from slipping. Cover the wound with a dressing and bandage it. Note the time. Then get the patient under a doctor's care as soon as possible. Do not loosen the tourniquet—let the doctor do that.

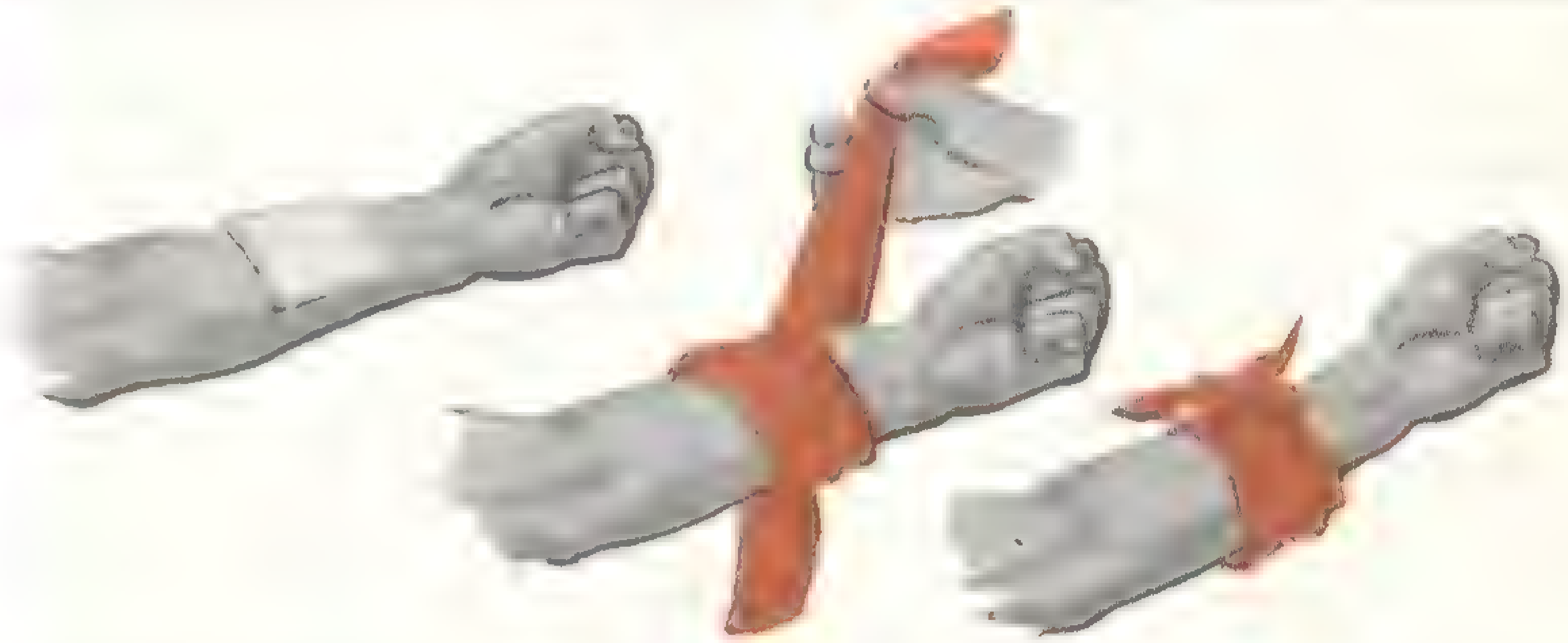
SEVERE BLEEDING



In most cases, hand pressure directly on the wound will stop bleeding.

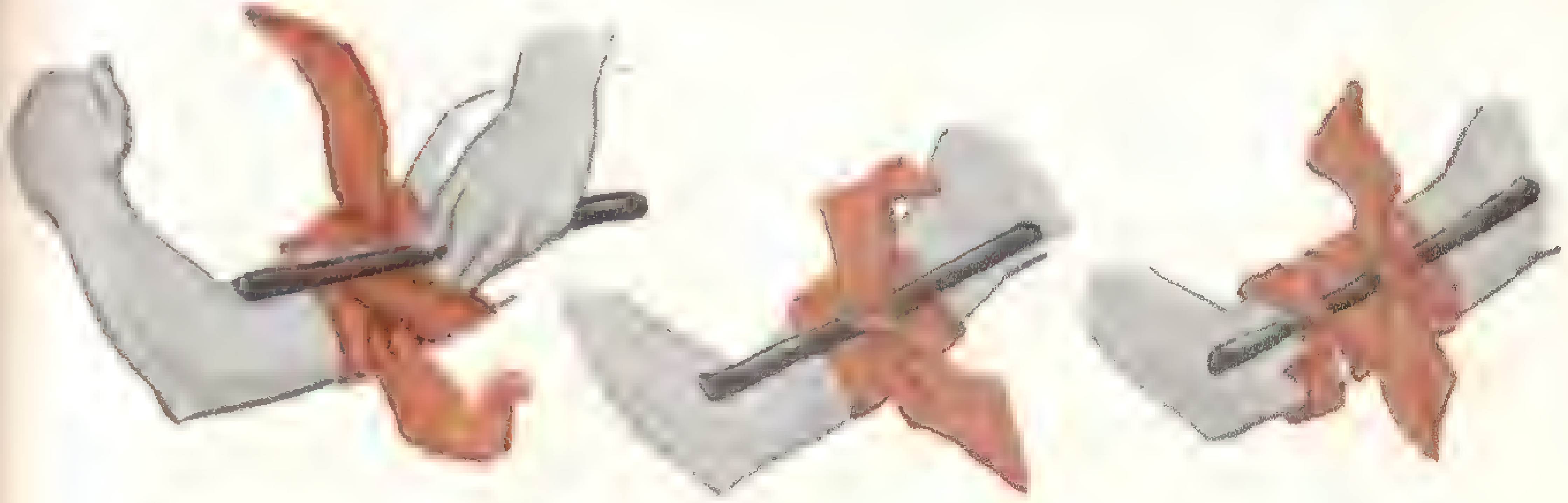


You can turn your Scout neckerchief into a bandage by folding it.



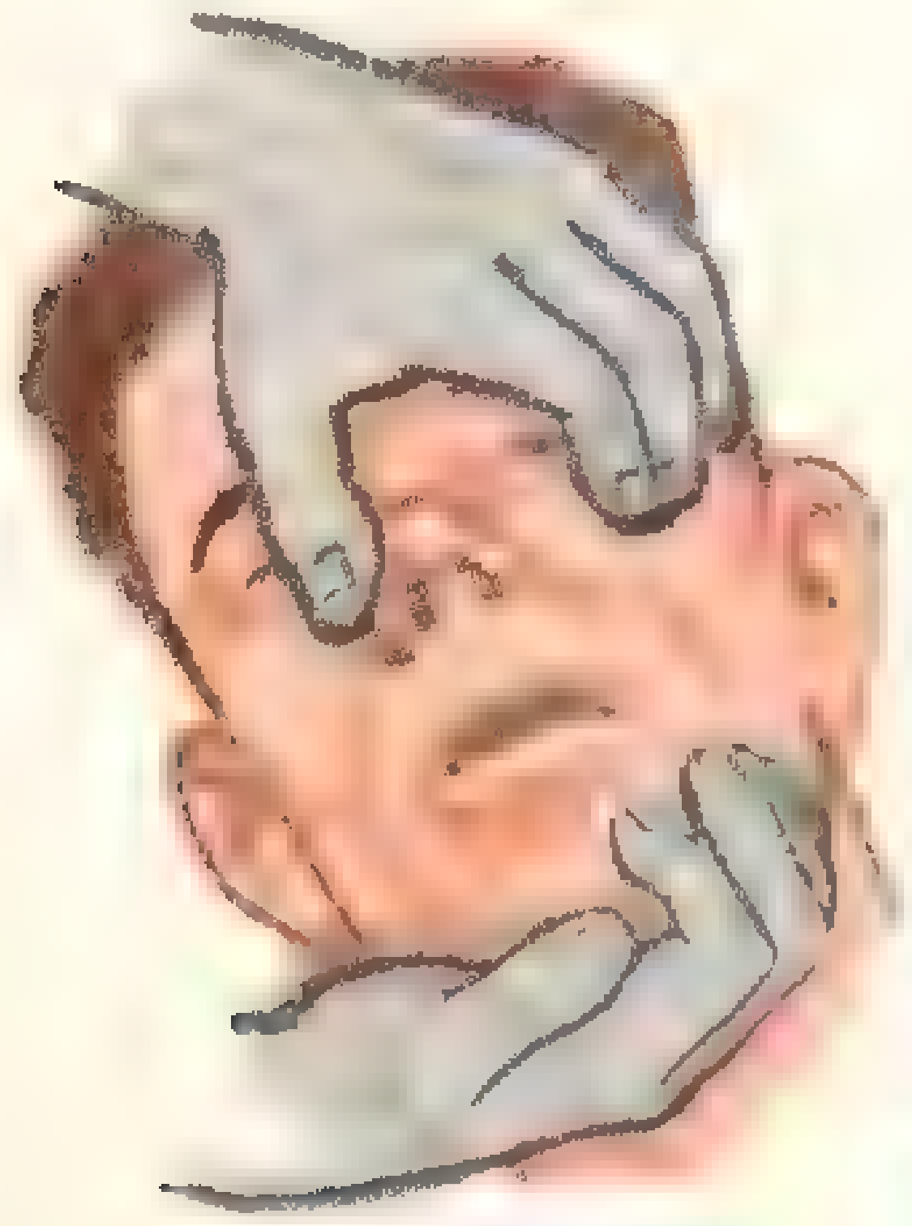
Cover the wound with a sterile dressing. Keep in place with bandage.

TOURNIQUET



Learn to make a tourniquet—but use it only in case of dire emergency.

ARTIFICIAL RESPIRATION—Mouth-to-Mouth



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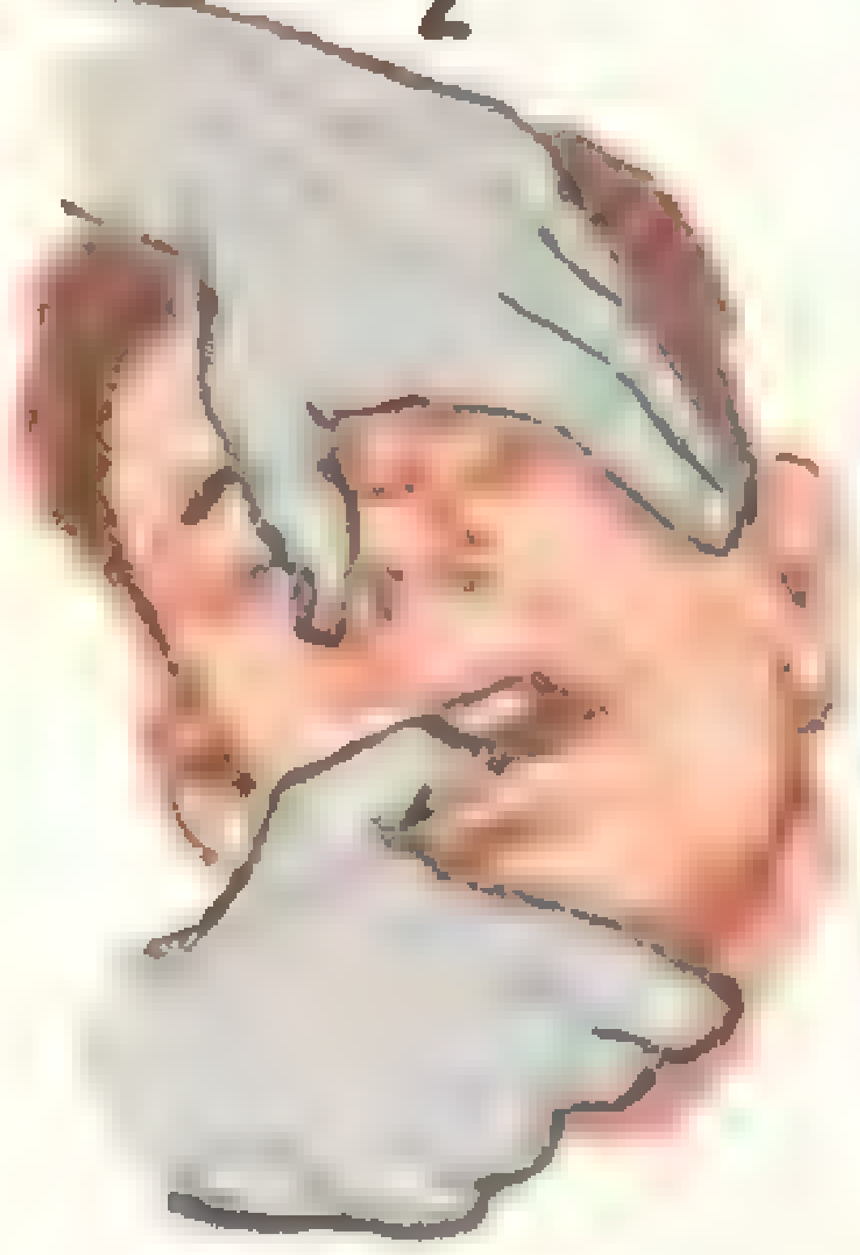

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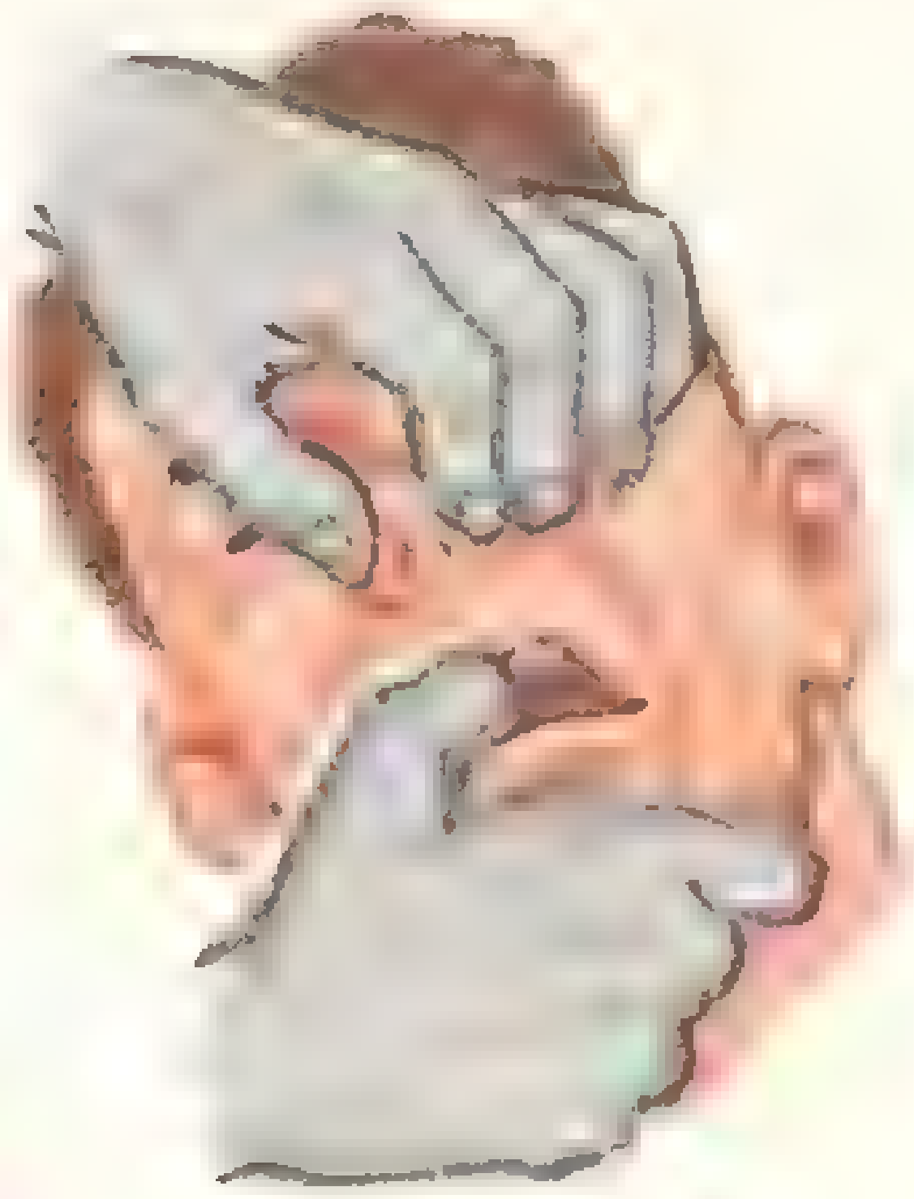

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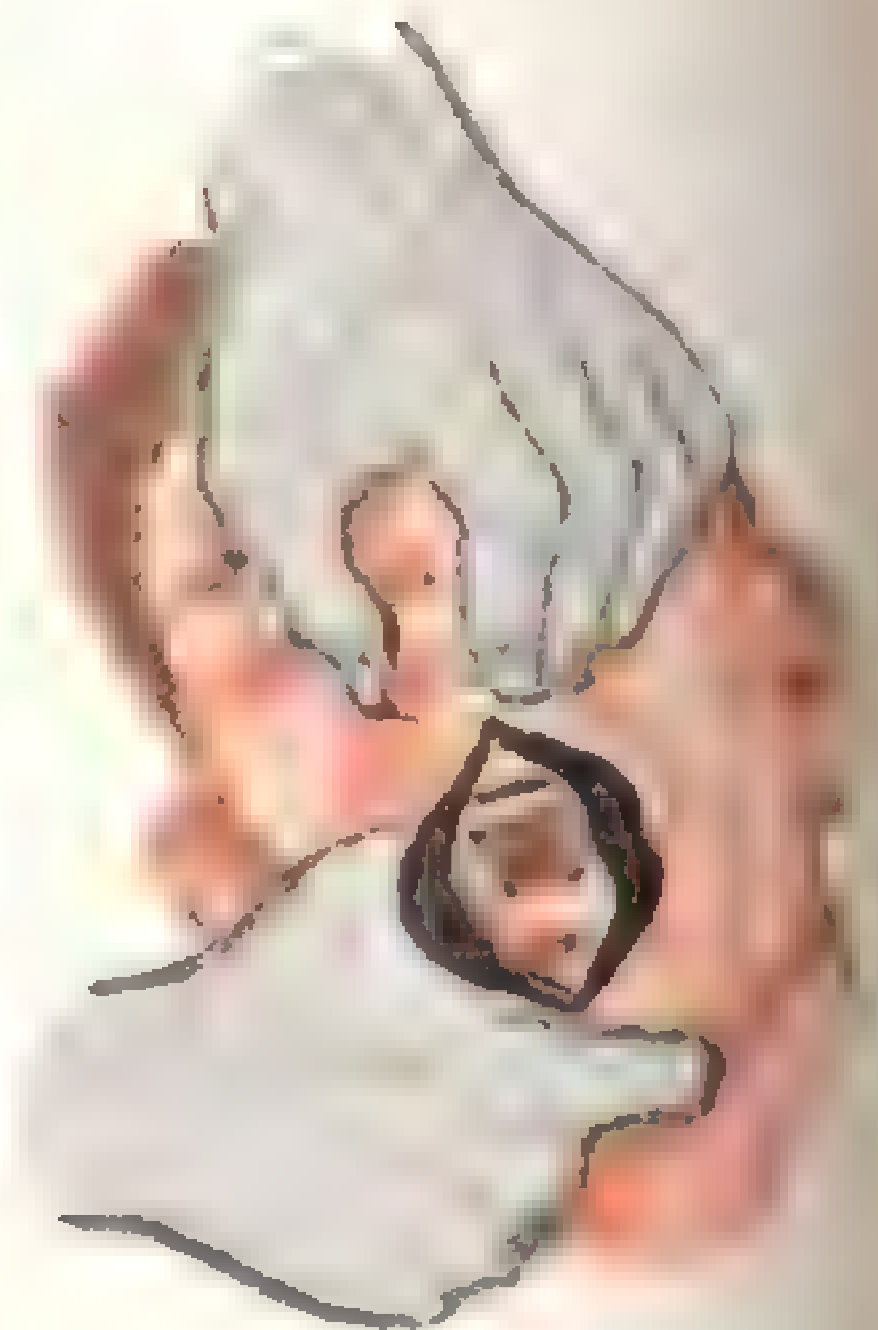

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Place the victim face up. If there is foreign matter (food particles, chewing gum, blood) visible in his mouth, wipe it out quickly with your fingers or with a cloth wrapped around your fingers. Then:

1. TILT VICTIM'S HEAD BACK so that the chin is pointing upward.

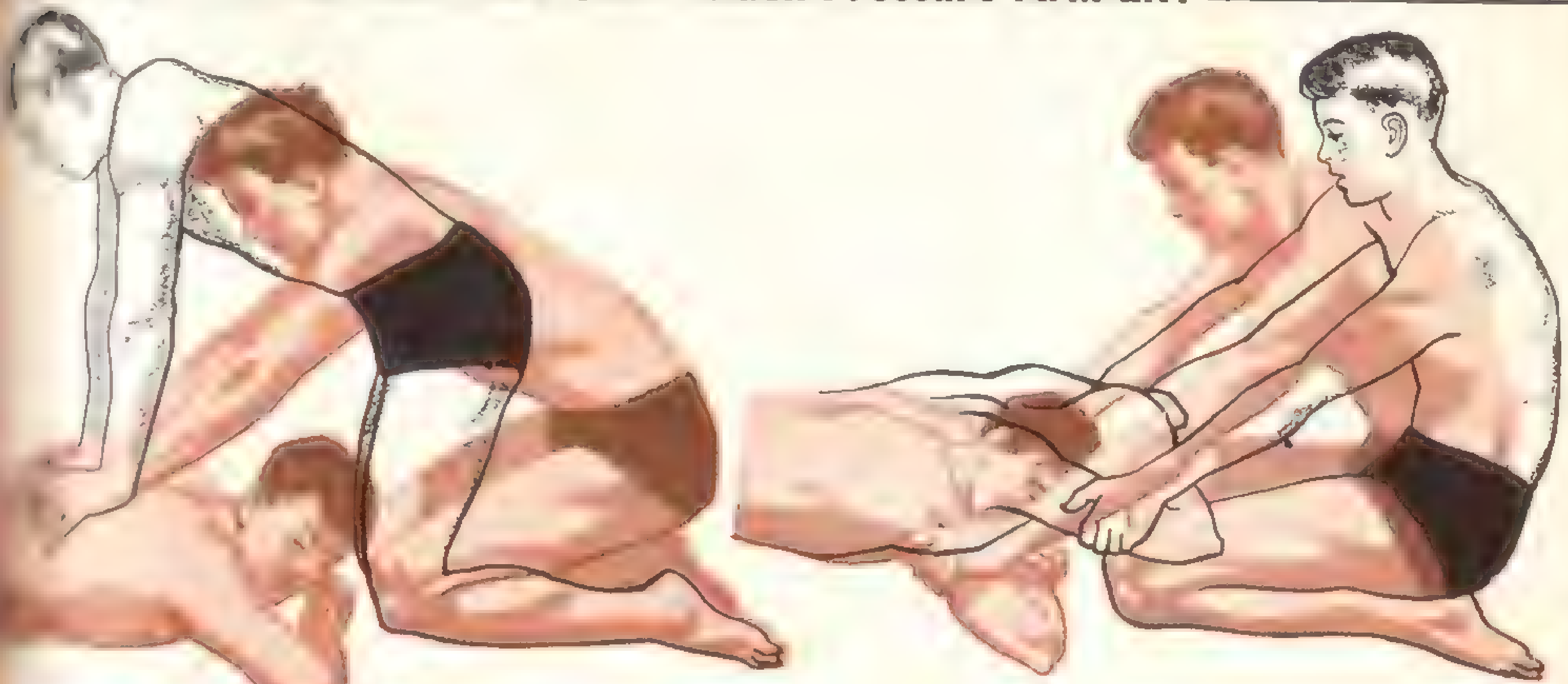
2. PULL VICTIM'S JAW OUT in a jutting position to move the base of the tongue away from the back of the throat, thus keeping the airway open.

3. PINCH VICTIM'S NOSTRILS to prevent the air you blow into his mouth from escaping through the nose.

4. BREATHE INTO VICTIM'S MOUTH. Open your mouth wide and place it tightly over the victim's mouth, as shown by circle in illustration. (In case of a child, place your mouth over child's mouth and nose both.) Blow into the victim's mouth until you see his chest rise. Remove your mouth and listen to the outrush of air that indicates air exchange. Repeat blowing. For adults, blow vigorously at rate of about 12 breaths per minute. For children, take relatively shallow breaths appropriate for their size, at the rate of about 20 per minute.

If you are not getting air exchange, quickly recheck head and jaw position, turn victim on his side and give several sharp blows between the shoulder blades to jar foreign matter free, sweep fingers through victim's mouth to remove foreign matter.

ARTIFICIAL RESPIRATION—Back-Pressure Arm-Lift



Turn the victim stomach down. Bend his elbows and place his hands one on the other. Turn his face to one side, resting the cheekbone on his hands. Make certain that nothing blocks his mouth and nose. Kneel at his head on both knees, or on one knee only, with your opposite foot near his elbow. Then swing into artificial respiration as described below. Repeat the cycle of press and pull twelve times a minute at an even rate.

1. HANDS ON BACK. Place your hands on the flat of the victim's back so that the palms lie just below an imaginary line running between the arm pits. With tips of your thumbs just touching, spread your fingers downward and outward.

2. PRESS DOWN. Rock forward, with elbows straight, until your arms are almost upright, and let the weight of the upper part of your body press slowly, steadily, evenly downward on your hands on the victim's back. This pressure forces the air out of his lungs.

3. HANDS ON ARMS. Release the pressure by removing the hands from the back without a push, and rock slowly backward on your heels. As you do this, slide your hands outward and grasp the victim's arms near the elbows.

4. PULL UP. Draw the victim's arms upward and toward you with just enough of a lift to feel resistance and tension at the victim's shoulders. Do not bend your elbows. This pull expands the chest and sucks air into the victim's lungs. Then lower his arms to the ground.

Artificial Respiration. A drowning person is pulled out of the water . . . a mechanic is dragged from under a car with its motor running . . . a child is pulled away from an electric wire. In each of these cases, breathing may have stopped. Yet the victim's life may be saved if someone gets to work right away giving artificial respiration. That someone could be YOU.

The most effective method of artificial respiration is MOUTH-TO-MOUTH BREATHING. In this you breathe air into the victim's lungs with your own mouth. If you do not wish to come in actual contact with the person you are trying to rescue, you can place your handkerchief over the victim's mouth and breathe through it. In training for this method it is not necessary for you to do the actual blowing. Learn the correct placement of your hands—you should have no difficulty putting your mouth in the right position if you come up against a real accident.

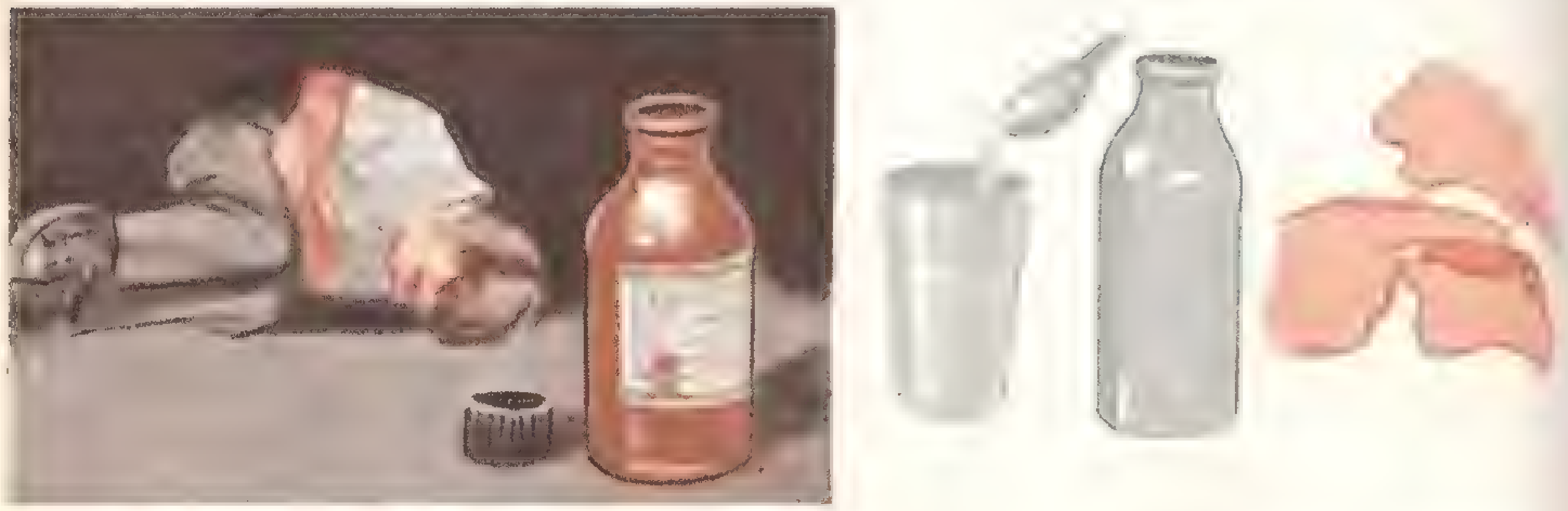
Rescuers who cannot, or will not, use mouth-to-mouth method can use BACK-PRESSURE—ARM-LIFT METHOD. Scouts should know both. But whichever method you use, DO NOT QUIT! Let the doctor decide when to stop.

When the victim's breathing starts, time your efforts to fit his efforts to breathe for himself. Keep him lying down and make him warm with blankets or other coverings. Get him under a doctor's care during the recovery period.

Poisoning by Mouth. One third of all accidental deaths among children are caused by poisons. It is unbelievable what children will swallow: kerosene, turpentine, insecticides, rat poisons, ammonia, lye, furniture polish, nail-polish remover, pills and tablets from the medicine cabinet, weed killer from the garden supplies, battery fluid from the garage.

Your first thought if you find yourself up against a case involving poison is this: Dilute it! Dilute it! ! DILUTE IT! ! ! Water! Water! ! Have a child drink half a glass of water immediately, an adult a full glass. Then more water. Or milk if you have it. Look around quickly to see what poison was swallowed and get a call in for a doctor, giving the name of the poison if you know it. If the instructions on the poison container tell what antidote to use, send someone for it immediately and use it quickly.

POISONING BY MOUTH



Water and milk are the main remedies to use for internal poisoning.

What else can you do while waiting for the doctor? In most cases, you should encourage vomiting by adding baking soda or salt to the water, or by putting a finger or a spoon in the patient's mouth to induce gagging. But if the poison is a strong acid, or lye, or kerosene you don't want the person to vomit—the poison coming up again may further damage the food passages. For strong acids, give water with a teaspoon of baking soda per glass, then milk. For lye, give water with the juice of half a lemon or a tablespoonful of vinegar per glass, then milk. For kerosene, give water, then milk.

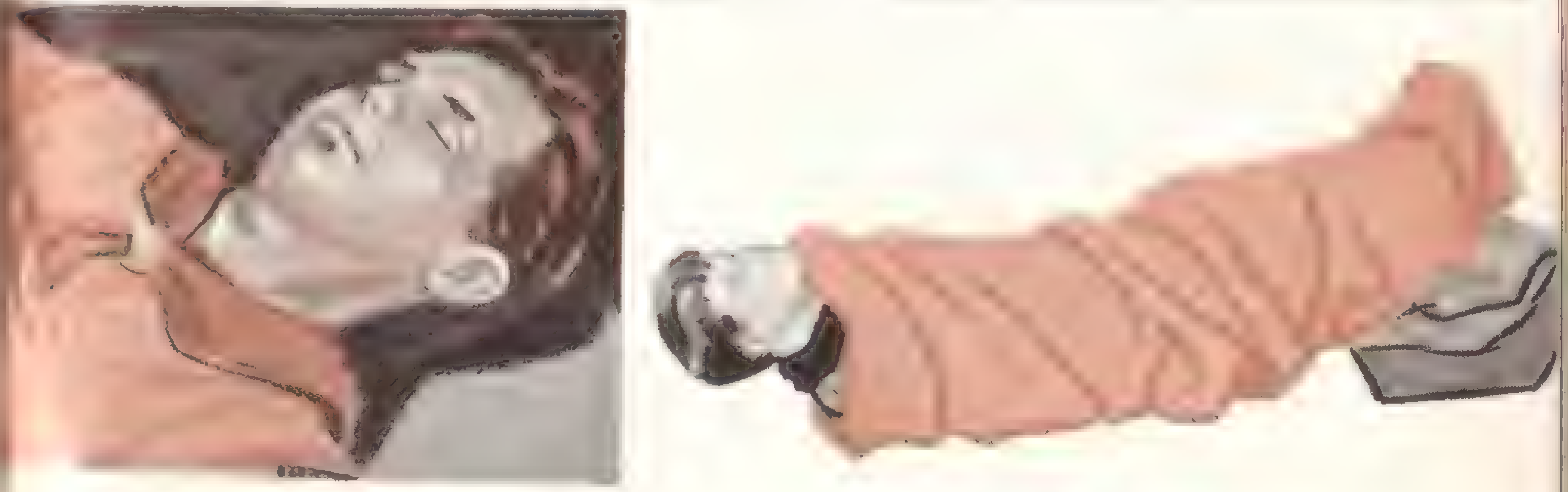
Shock and Fainting

Demonstrate first aid for shock and fainting . . .

Shock. Every accident is accompanied by shock—a sudden lowering of the vitality caused by pain and fear and loss of blood. Repeat: *Every* accident is accompanied by shock. The more serious the injury, the more serious the shock.

A shock victim is very weak. His face gets pale, his skin cold and clammy, his breathing shallow. He shivers from chills, may even vomit. He seems dazed, does not know what is happening

SHOCK



Whatever the accident, shock is present and requires first aid care.

about him. In serious cases he may lose consciousness entirel Shock may come immediately with the accident, or soon aft or may even be delayed for several hours.

DON'T WAIT FOR SYMPTOMS TO SHOW—head the off! Take for granted in ANY injury that the patient will suff from shock, and take care of it.

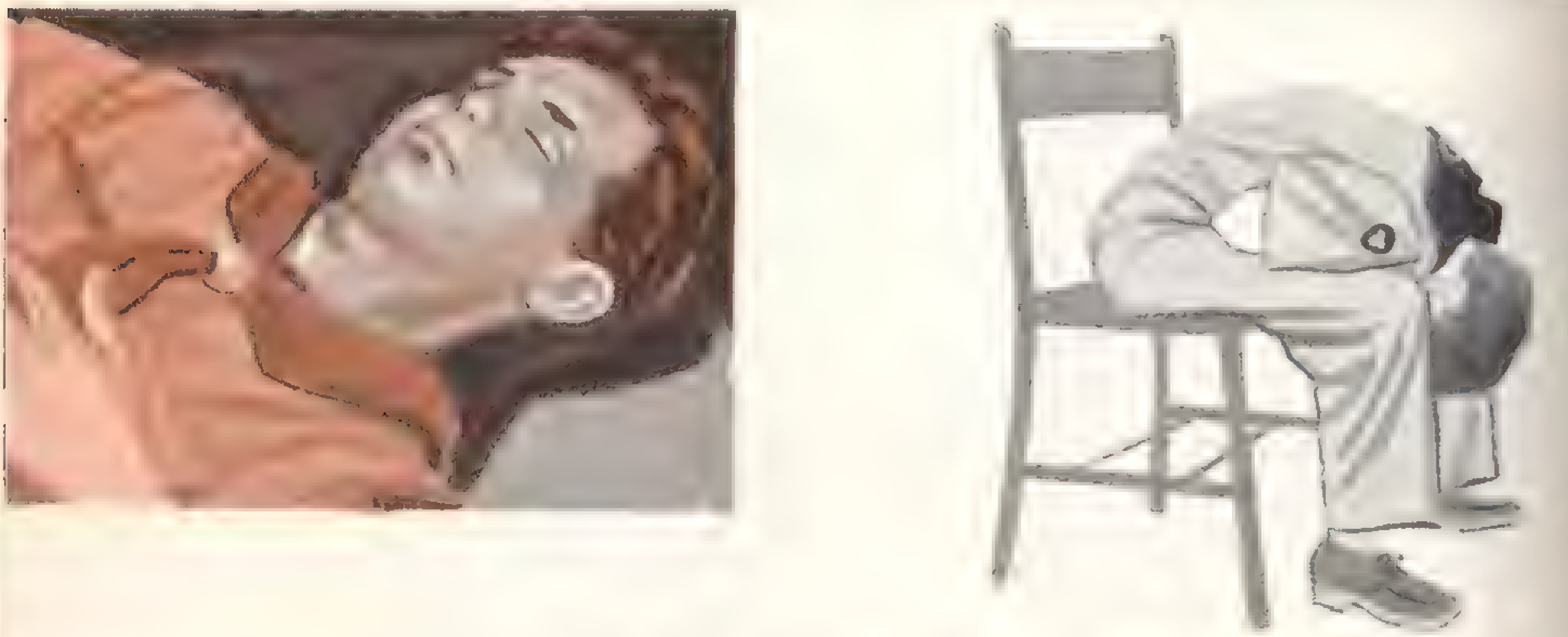
First aid for shock—Keep the patient lying down. If he h a head injury, keep him level, otherwise raise his feet on a pack-sack, a log, or whatever else you may have.

In cool weather, put enough blankets, coats, layers of newspapers, under and over the patient to protect him. If the weath is hot, do not cover him. The idea is not to make him warm, bu to prevent him from getting cold.

If your shock patient is conscious, let him sip a little water. If he is unconscious, do not attempt to force a liquid between his lips—it may choke him.

Fainting. Fainting is a "blacking out" because of a nervous condition. It may occur when a person has a sudden fright, has received bad news, has been standing on his feet too long, is sick to his stomach or suffering from hunger, is overtired, has been breathing bad air, and for any number of reasons. His face gets pale because the blood supply to the brain has decreased. He may start to wobble, or may suddenly fall to the ground.

FAINTING



When a person feels faint, have him sit down with head between knees.

First aid for fainting—The best first aid is prevention: If you see a person getting pale and have the idea that he is about to faint, have him lie down. If this is not feasible, have him sit down and bend forward, with his head as low as possible between his knees to get the blood back to the brain. Keep him quiet for a few minutes, then let him straighten up to see how he feels. If you ever feel faint yourself, care for yourself the same way.

If a person falls in a faint before you reach him, keep him lying for several minutes. Loosen his collar. When he thinks he is feeling better, let him sit up. A little later, let him stand up. If he still feels faint, get him to lie down again until he is all right.

A fainting person snaps back to consciousness as soon as he lies down. If he fails to come back promptly, something serious is up. Treat for shock and call a doctor.

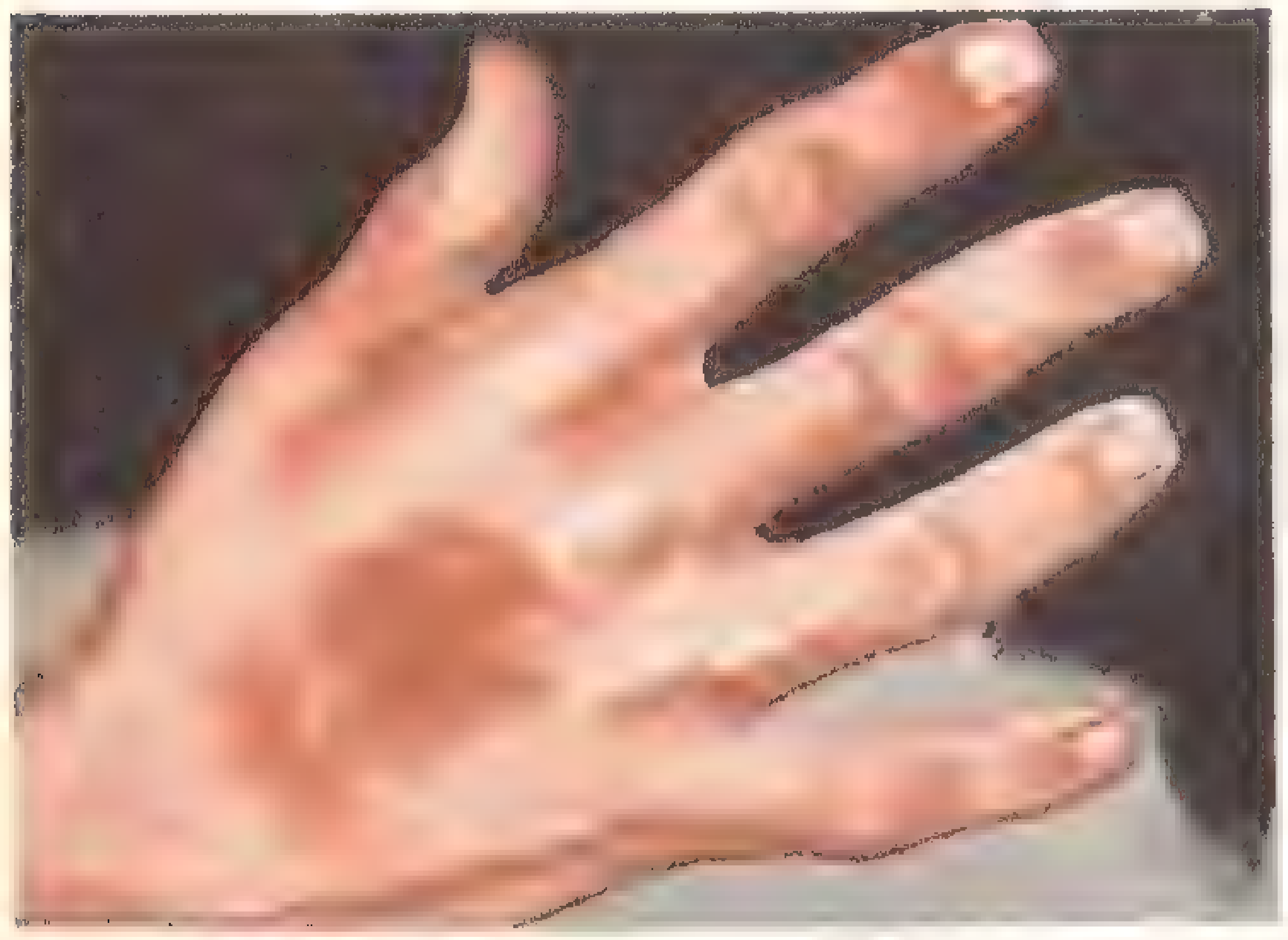
Minor First Aid Cases

Demonstrate first aid . . . on yourself, for cuts and scratches, burns and scalds, blister on heel, bites or stings of insects and chiggers and ticks, skin poisoning from poison plants, sprained ankle, object in eye.

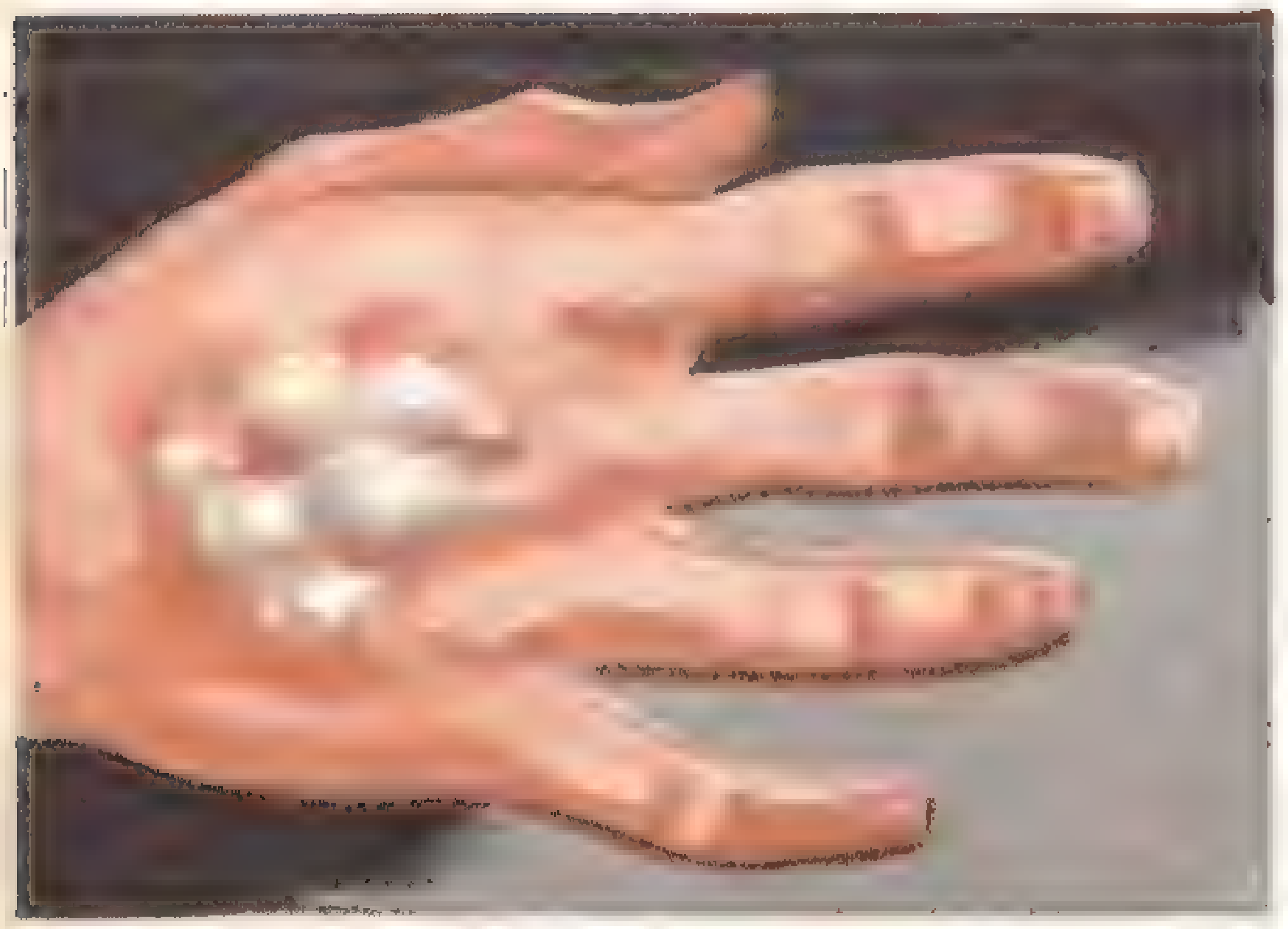
Cuts and Scratches. Most of the first aid cases you will handle will be cuts and scratches. These are wounds—openings in the skin. Even the slightest wound should be given prompt care. Otherwise, germs may get to work and cause a dangerous infection. To prevent germs from doing their harmful work, clean out germs that may already have entered a wound and prevent others from getting in.

First aid for cuts and scratches—The best way to clean a wound is to wash it with soap and water. At home, use water right out of the faucet. On a hike or in camp, use water from your canteen or the clear running water of a stream.

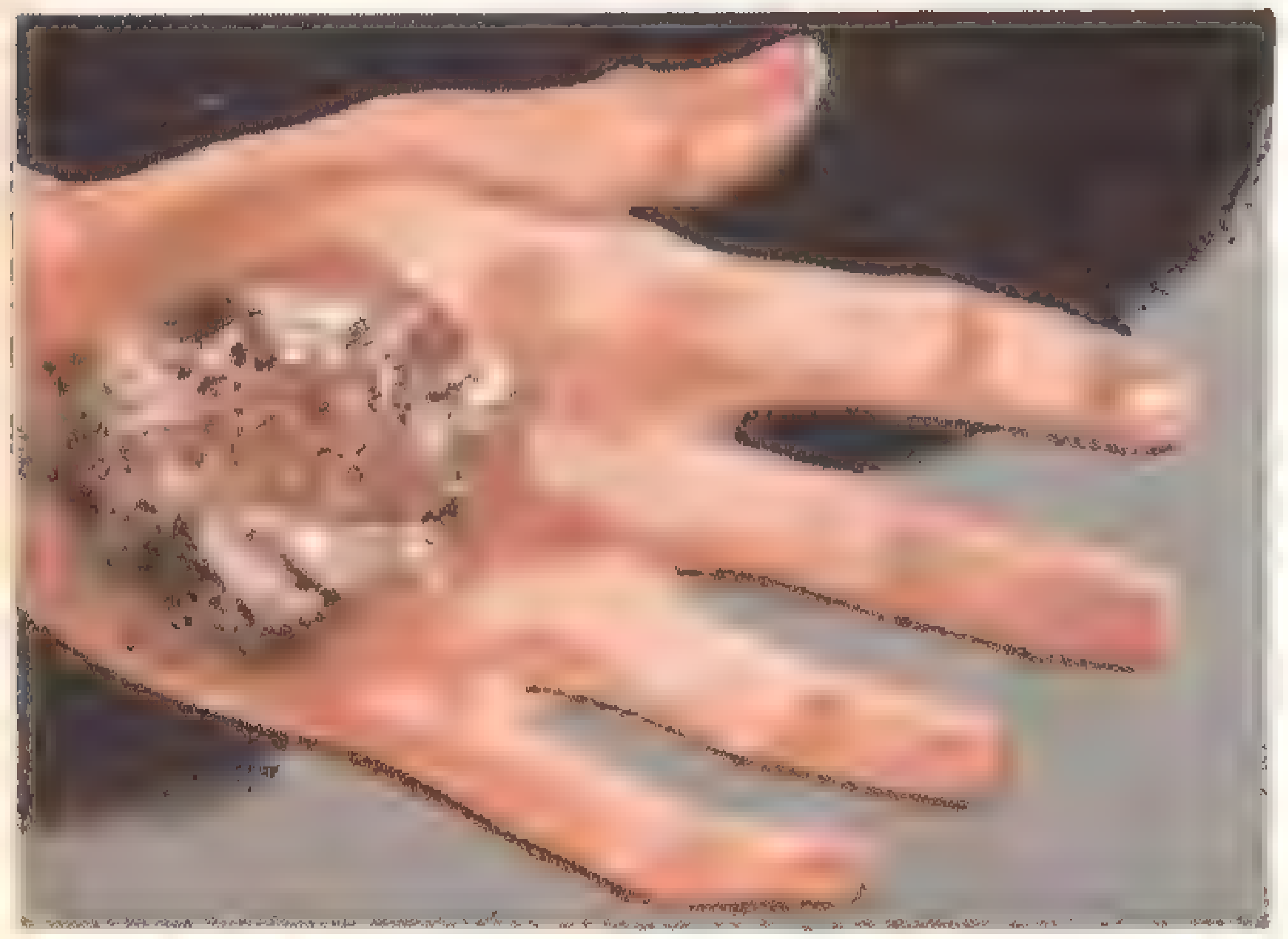
If the wound is small, wait until the skin around it dries, then put on an adhesive bandage. Cover a larger wound with a sterile gauze pad, and bandage this in place with a gauze bandage or with your neckerchief. No sterile gauze pad? Very well, then, use a piece of clean cloth, but sterilize the part of it that will touch the wound by scorching it with a match flame.



First-degree burn: The skin is reddened. Patient may feel pain. Sunburn is usually a first-degree burn.



Second-degree burn: Blisters have formed. Extreme care is necessary to keep the blisters from breaking and wound from being infected.



Third-degree burn: Some skin may be burned away and some flesh charred. Very dangerous because growth cells that form new skin are destroyed.

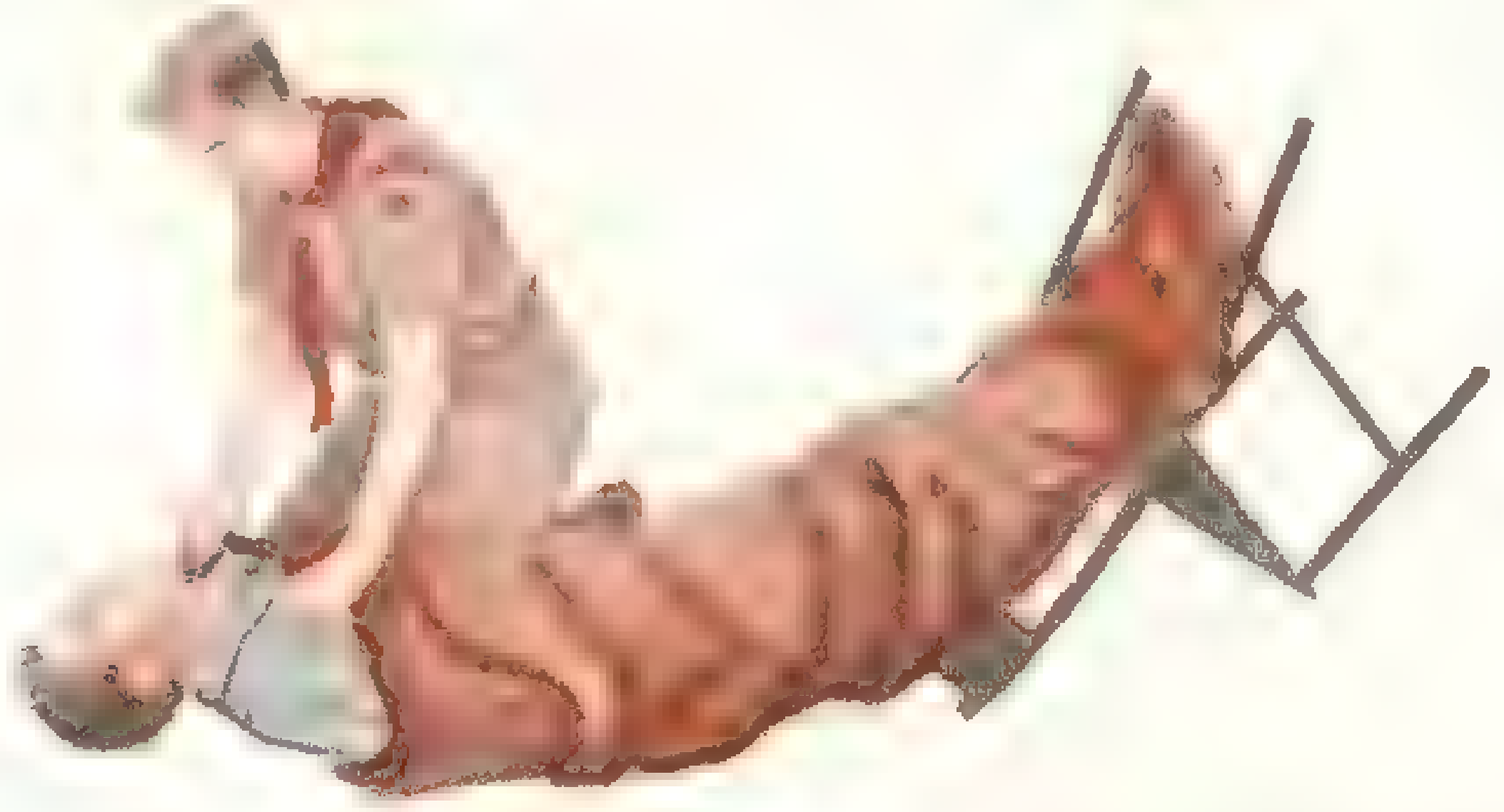
Burns, Scalds, and Sunburn. Someone grabs a hot pot handle or touches a burning coal—result: an ordinary burn. Someone knocks a pot of hot soup down over his foot or carelessly lifts the lid off a pot of boiling water—result: a scald. Someone falls asleep on the beach after a swim—result: a case of common sunburn.

First aid for burns and scalds—Burns and scalds are among the most painful of all injuries. When the burn covers a large surface you can be certain that shock will set in, so give first aid for shock as well as for the burn itself.

In mild burns and the usual form of sunburn, the skin gets red. These burns are called "first-degree burns." Keep out the air and relieve the pain by rubbing a small amount of petrolatum, burn ointment, or cold cream on the red skin. If necessary, to prevent irritation, cover the ointment with a few layers of gauze or with a clean cloth.

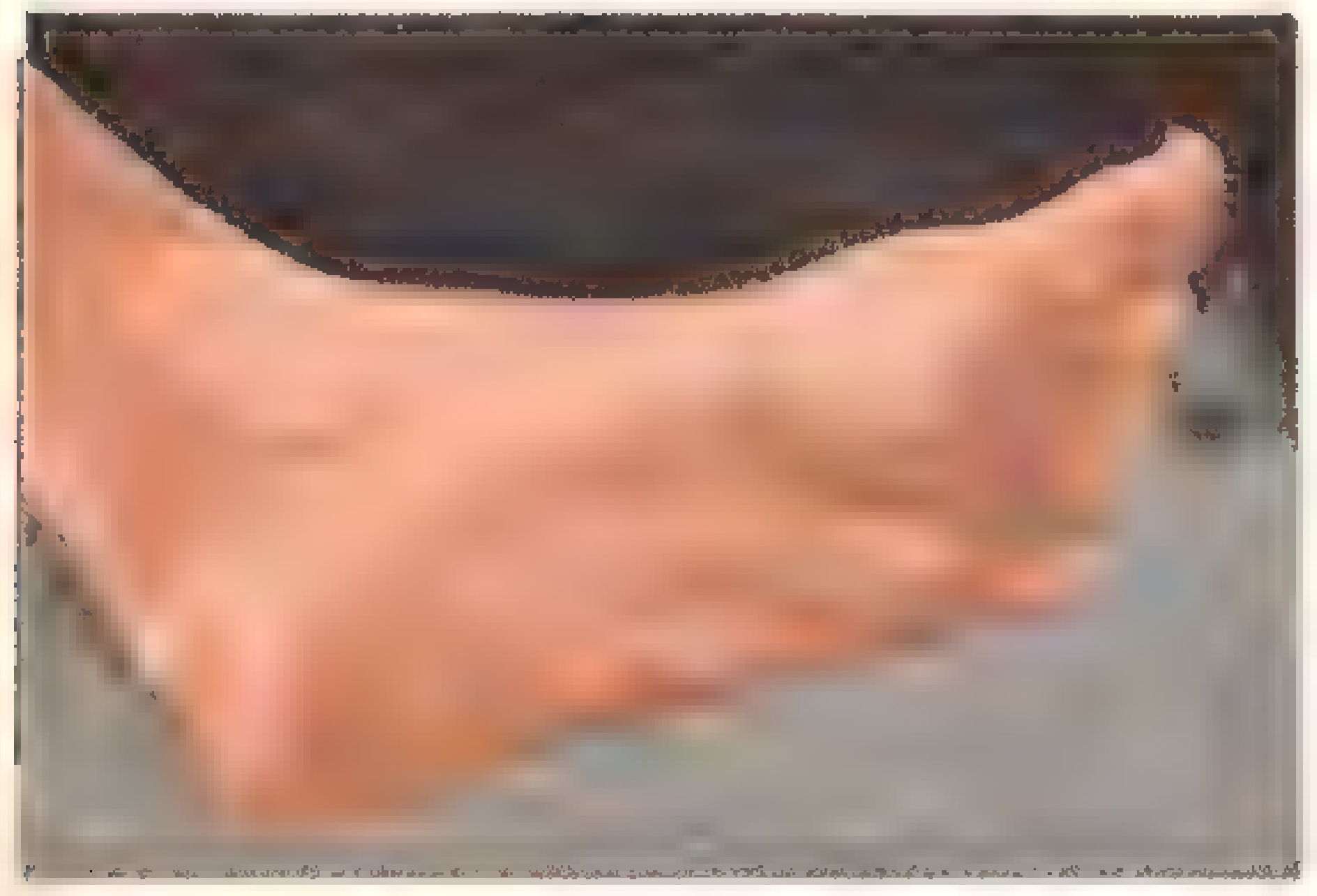
If blisters form, you are up against a "second-degree burn." This is considerably more serious than a first-degree burn because the blisters may break and become open wounds. Do not rub greasy ointment on blisters. Protect them by covering them with dry, sterile gauze. Keep the gauze pad in place with a bandage.

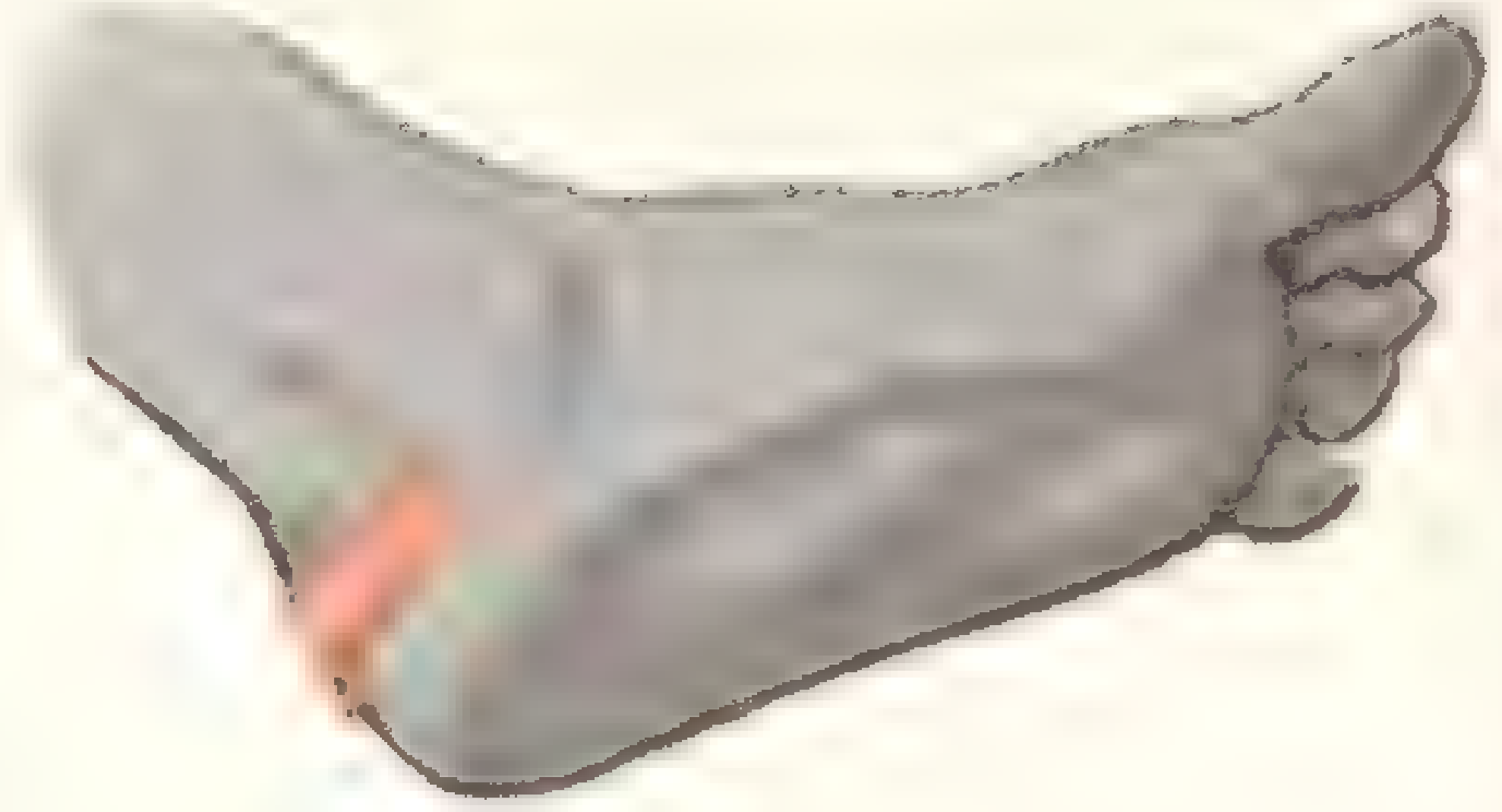
"Third-degree burns" are the worst of all. In these, the skin may be burned away and some of the flesh charred. Do not try to remove any clothing—it may be sticking to the flesh. Keep in mind that shock is certainly present. Wrap a clean sheet around the victim, cover him with blankets if the weather is cool, and rush him to a hospital.



Give first aid for shock. In third-degree burns shock may cause death.

BLISTER ON HEEL



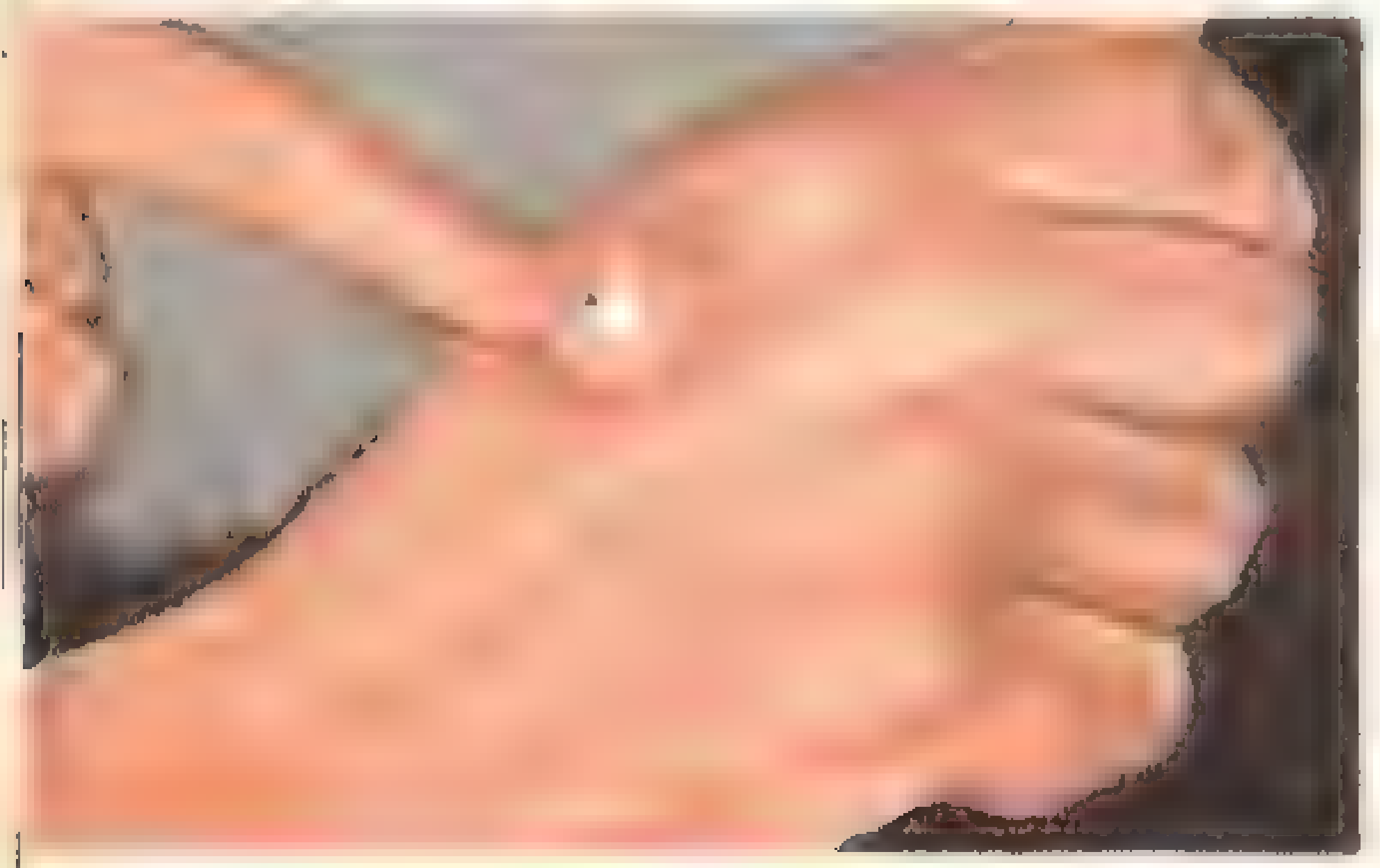


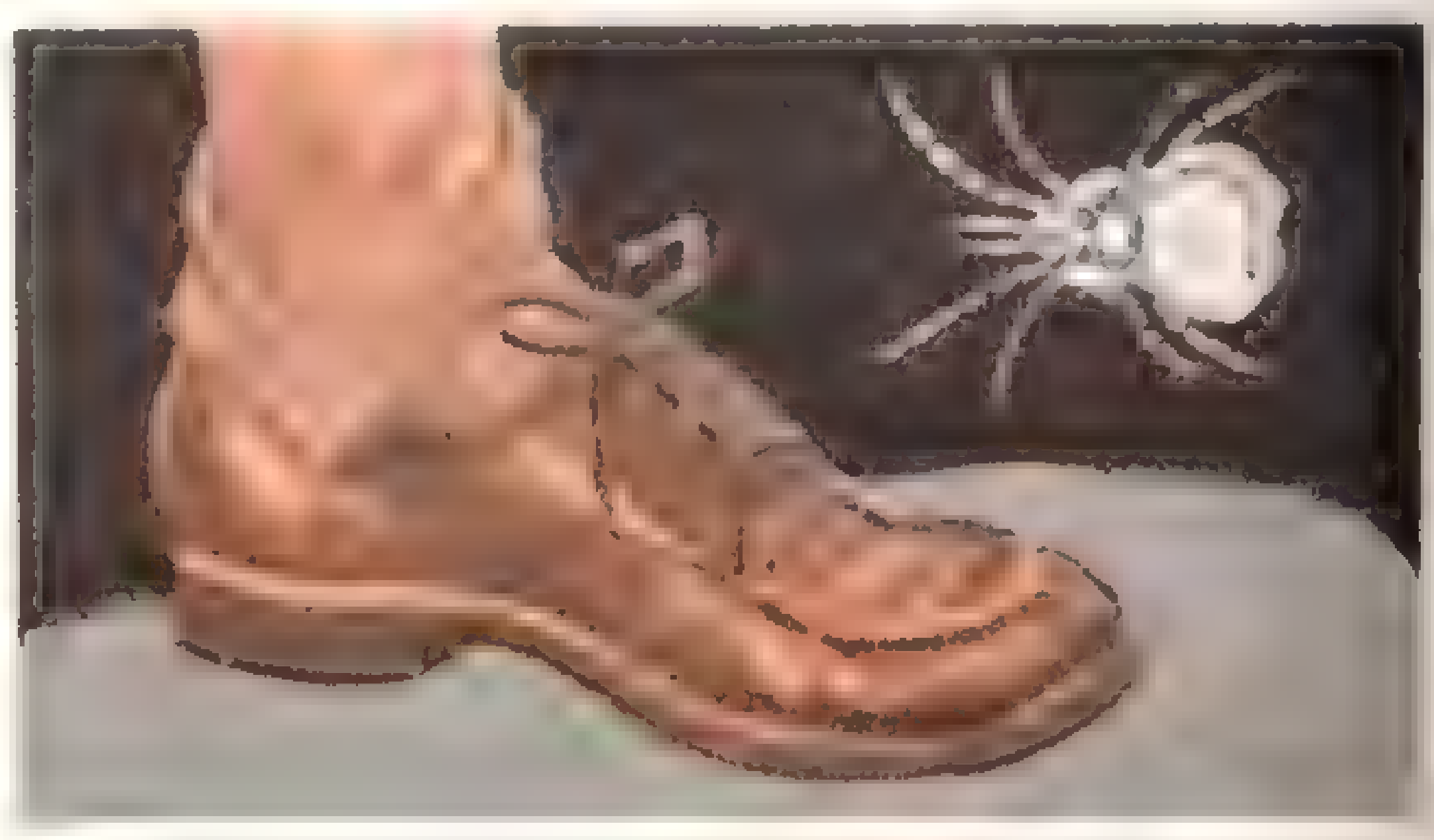
Blister on Heel. A shoe rubbing against a heel may cause a blister. Stop for first aid as soon as you feel a blister forming.

First aid for blister on heel—Wash the foot with soap and water. Then put an adhesive bandage on the heel if the blister is small, a sterile gauze pad if the blister is large.

If there is any chance that the blister may open accidentally, it is better to open it intentionally. Wash with soap and water. Puncture the blister near its edge with the point of a pin sterilized in a match flame. Then put on the sterile dressing.

BITES AND STINGS



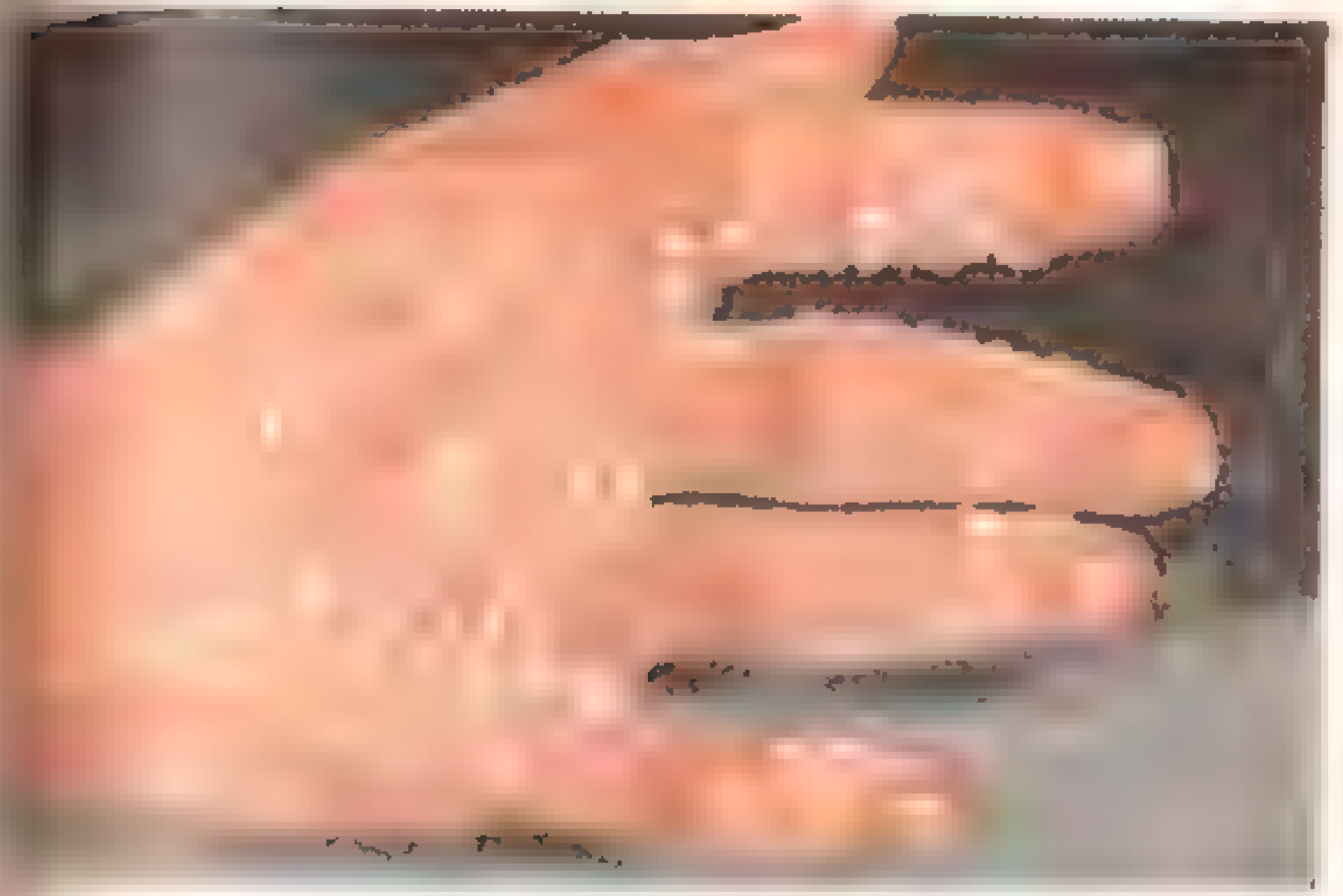


Bites and Stings. Bites and stings of insects, chiggers, and ticks can be very painful. Some of them may cause infection.

First aid for bites and stings—Bites of mosquitoes and ants, and stings of bees and hornets and yellow jackets cause pain because an irritating acid is injected into the flesh. To neutralize acid, dab with household ammonia or baking soda solution.

Chiggers are the larvae of a tiny mite. They can get onto your clothes and your skin when you walk through tall grass. They are so small you can't see them. They dig in, suck blood and cause irritation. Ammonia and baking soda solution relieve itching.

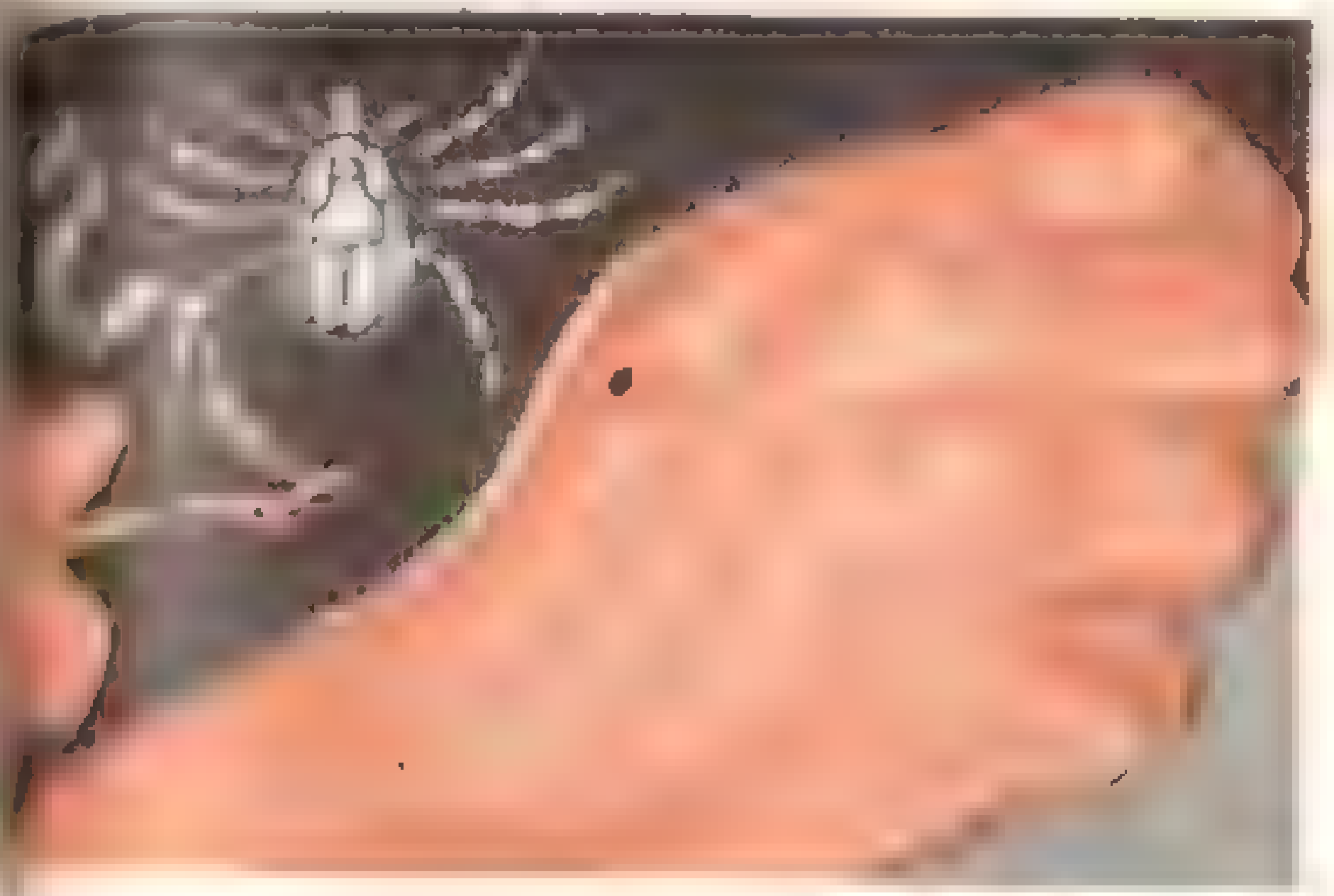
SKIN POISONING



The hazard of skin poisoning from poison plants is greatest in the spring and summer when the sap is most abundant and leaves are out. But broken stems or roots may cause poisoning the year round.

Skin Poisoning from Poison Plants. The poisoning from poison ivy, poison oak, and poison sumac is caused by an oily substance found throughout the plants. The best way to keep from getting poisoned is to know these plants (see page 125) and avoid them. Yet, even with care, you may accidentally touch poison ivy. The skin may become red, itching. Blisters may form.

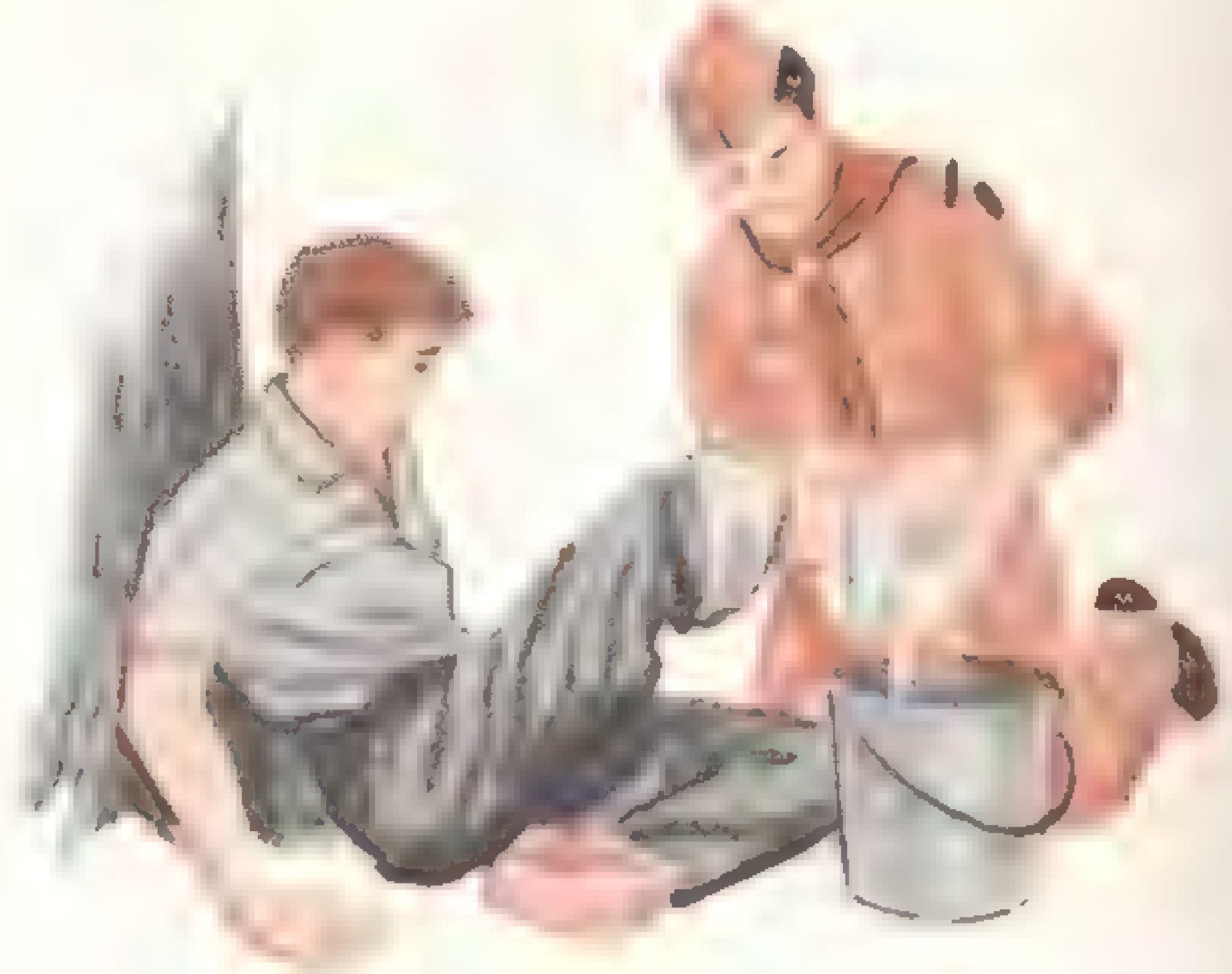
First aid for skin poisoning—If you think you have touched a poison plant, wash immediately with soap and water, then wash with rubbing alcohol. Calamine lotion relieves itching.



In case of a bee sting (far left), the bee will probably have left stinger in the wound. Remove the stinger carefully by scraping it out with a fingernail. Then dab wound with ammonia to ease pain.

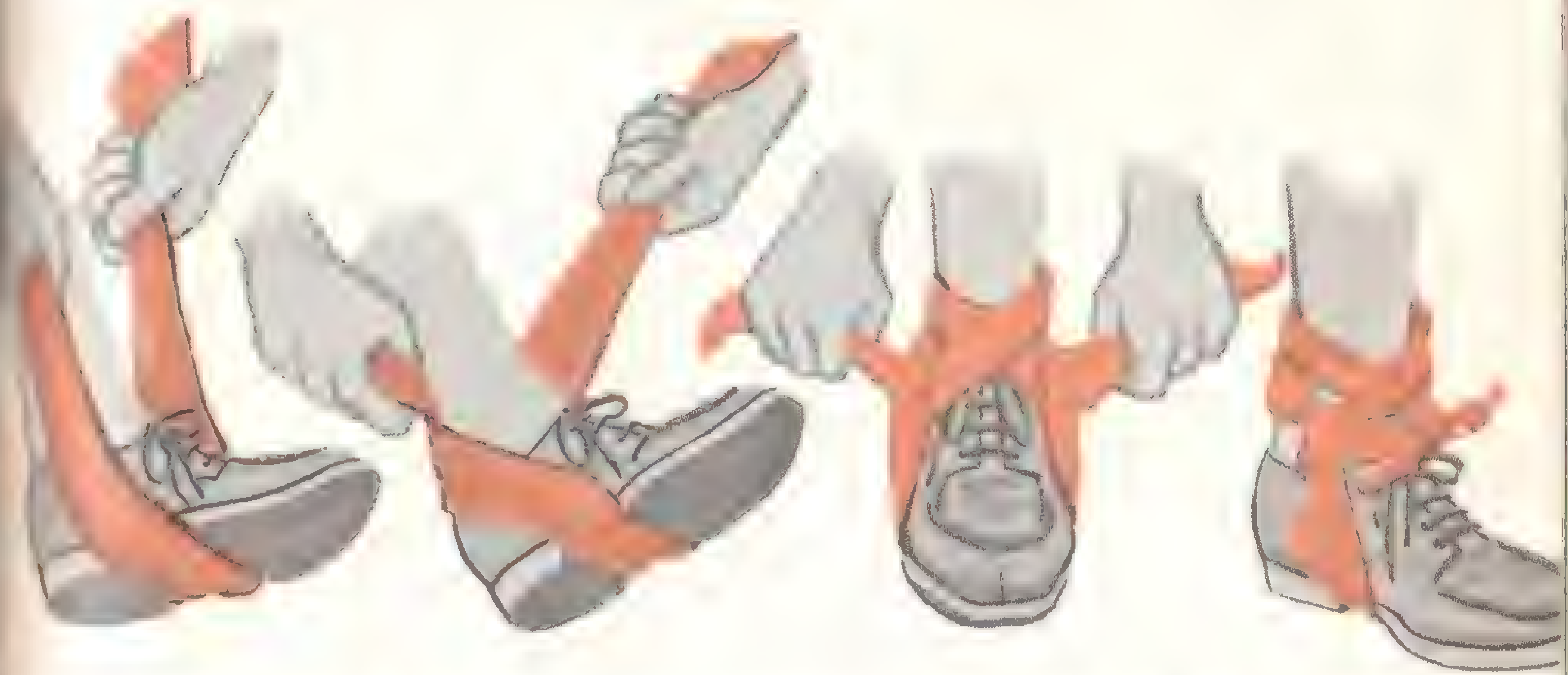
Ticks are small, flat, hard-shelled relatives of mites. They can get on you in the woods or from your dog. They bite through the skin and suck blood. In certain areas, ticks may be infected with disease, such as "spotted fever." Therefore, don't take ticks lightly. The moment you feel a tick crawling on you, brush it off. If a tick has fastened itself to you, don't pull it off—the head will remain in your skin. Instead, cover the critter with grease or oil. This will close its breathing pores and make it let go. Or light a match, blow it out, and quickly touch the hot end to the rear of the tick to make it back out. Then wash with soap and water.

SPRAINED ANKLE



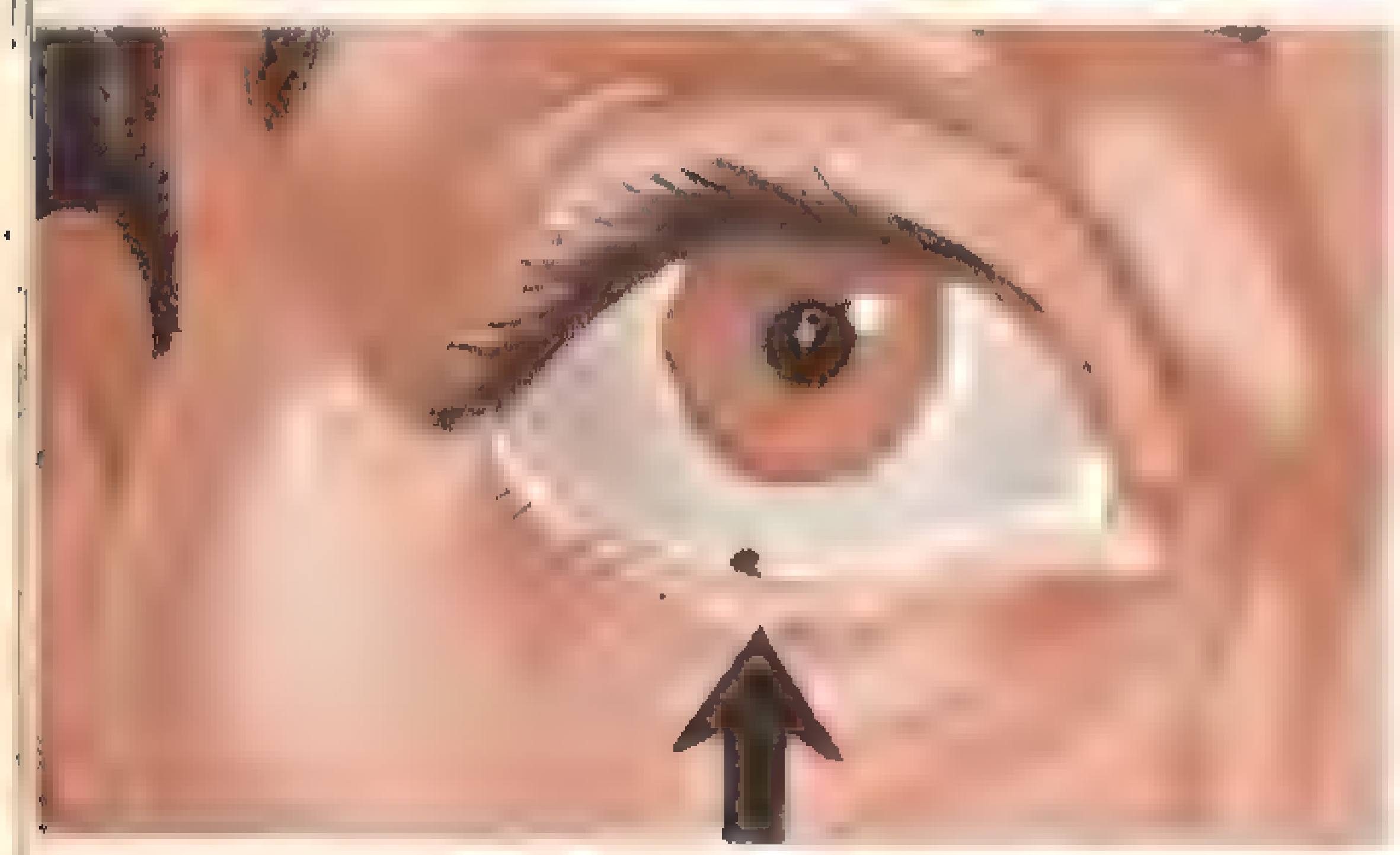
Sprained Ankle. A sprained ankle is often the result of a stumble or fall. There is pain in the joint, and the surrounding area starts swelling.

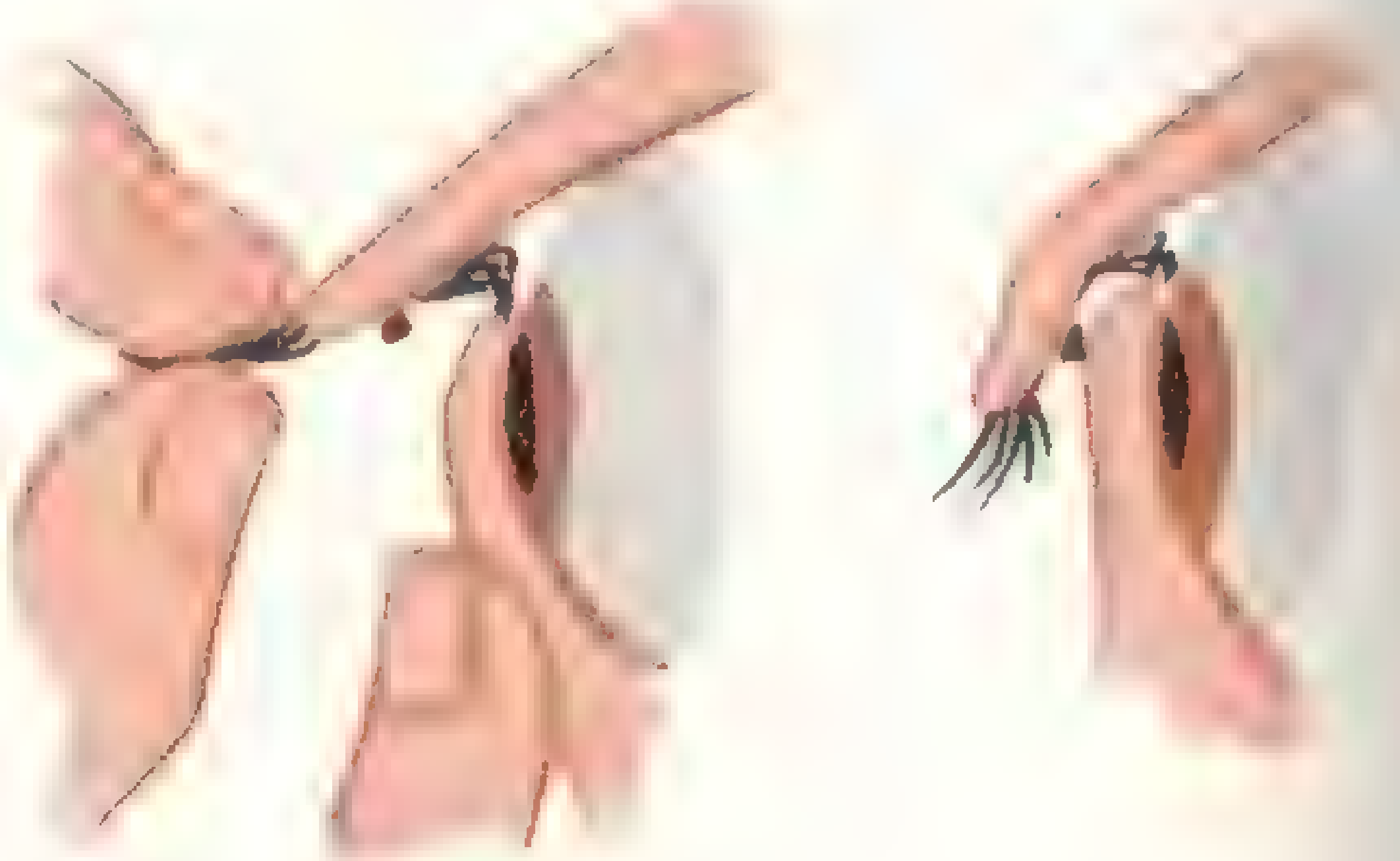
First aid for sprained ankle—Do not remove the shoe—if you do, the swelling may prevent you from putting it on again. Instead, use the shoe as a support and tie the special ankle bandage (see illustration) around leg and shoe both to keep the ankle steady. If the foot is bare, have the patient lie down; raise his leg and put a cold, wet towel around his ankle. If you have the slightest notion that the injury may be a fracture rather than a sprain, take no chances—get the patient to a doctor.



Sprained ankle bandage is not laid on the foot, but over the shoe. If you take off shoe, swelling may keep you from getting it back on.

SOMETHING IN EYE





Something in the Eye. A foreign object in the eye is not only extremely painful but may also endanger the eyesight. It is usually easy to remove a grain of dirt or a cinder from the white part of the eye, but any object on the clear front part of the eyeball requires the immediate attention of a doctor.

First aid for object in eye—The first consideration is gentleness and cleanliness. The next is this: Do not rub the eye. Get the patient to blink his eyes—the tears caused by the irritation may wash the object to the inner corner of the eye from which you can easily remove it. If the object is under the upper eyelid, grasp the lashes of the upper lid gently between thumb and index finger and pull the lid out and down over the lashes of the lower lid—the edge of the lower lid may then wipe off the object. If the object is under the lower eyelid, place your thumb just below the lower lid and move it down gently, locate the object and remove it with the corner of a clean handkerchief moistened with water. If you do not succeed in removing the object in these simple ways, have the patient close the eye, cover it with a sterile gauze pad bandaged in place, and take him to a doctor.

THE SECOND CLASS HIKE

By now you've learned how to hike, what clothing and equipment to take, how to find your way, how to cook a meal, how to take care of yourself in an emergency. The time has come for finding out how good you really are, by demonstrating your hiking ability on the Second Class testing hike:

". . . prove yourself a Scout hiker by taking a hike, properly clothed and equipped, with your patrol (or with at least one companion approved by your Scoutmaster). On this hike, cover a route of a total distance of not less than five miles indicated on a map or map sketch, show correct hike style and highway safety, cook a meal, clean up, and return in good condition."

The best possible occasion for passing this test is a patrol hike, with your patrol leader there on the spot to see how good you are He will want you to prove yourself a GOOD hiker. So will the other fellows in your patrol. After all, you are a member of the gang—they all want to be proud of you.

It is possible, of course, that your patrol does not have a hike planned at the very moment when you are ready to take this final Second Class Scoutcraft test. Instead of waiting, you can then make an arrangement to take the hike in some other way—with your buddy if he is already Second Class or better, with one of the troop leaders, or with your own dad if he is an outdoorsman Whoever goes with you must be approved by your Scoutmaster. He has the final responsibility for making certain that you pass the test fully and correctly.

What kind of time will you have on the Second Class test hike? A wonderful time! You'll feel good all over for knowing that you have reached your goal of becoming a real Scout hiker.

So off you go—probably in lightweight uniform if it is summer, in heavyweight uniform if the weather is cool, with a poncho or

raincoat if rain threatens, with extra clothing if the temperature has dropped. On your back you carry a pack with foodstuffs and the equipment you need for cooking a hike meal. In your pocket you've stuffed a compass and the map with the hike route.

Five miles—pretty light, don't you think? There's nothing to prevent you from making it longer and more of a test—of even making it the first ten-mile hike for the Hiking merit badge that you want to earn someday. The main point is that it can't be less than five miles—hiked in good style and safely.

Your hike meal—well, you'll probably want your companion to share it, won't you? It is just as easy to cook for two as it is for one. And almost as easy to clean up afterwards. And since your companion has to taste your meal in any event to certify that you did a good job of cooking it, he might as well join you completely.

And now the cleanup and the homeward part of the hike.

The job is done. You've proved yourself the kind of Scout hiker that your patrol and your troop and our whole movement have a right to expect of you. And the hiking skills you have learned are certain to carry over into your adult life.

HIKING WITH TROOP AND PATROL

The old vikings who set foot on the American continent long before the days of Columbus ate bear meat for strength. It was tough to chew and full of red blood. There's another kind of "bear meat" that'll make you strong—an imaginary kind, the kind you "eat" the last couple of miles of the twenty-mile hike, the kind you "chew" when you fight your way through the brambles on a cross-country race, when you climb to the summit of a mountain. Cook up for yourself as much of that kind of "bear meat" as possible, and get in with the patrol and the troop on much more.

Most good Scout troops have an outdoor experience every month—sometimes a hike, sometimes a camp. In addition, when your patrol leader is properly trained, there'll be special hikes for your own gang—alone or with one of the other patrols.

There is plenty of excitement in store for you when you go hiking with your patrol and your troop.

Some of these troop and patrol hikes will be built around a "big idea" in some Scoutcraft line. Others will be for testing your ingenuity or endurance. Still others will be in the form of games—but games with a purpose—to make you a better Scout, strong in body and alert of mind.

Let's take a look at some typical troop and patrol hikes.

Treasure Hunt. At the end of a troop meeting, the senior patrol leader announces: "Next week's hike is a treasure hunt!"

Immediately you think of pirates on the seven seas, of Captain Kidd and his men, desert islands, faded maps, and hidden clues. There may not be any desert islands where you live—but a treasure hunt is thrilling nevertheless.

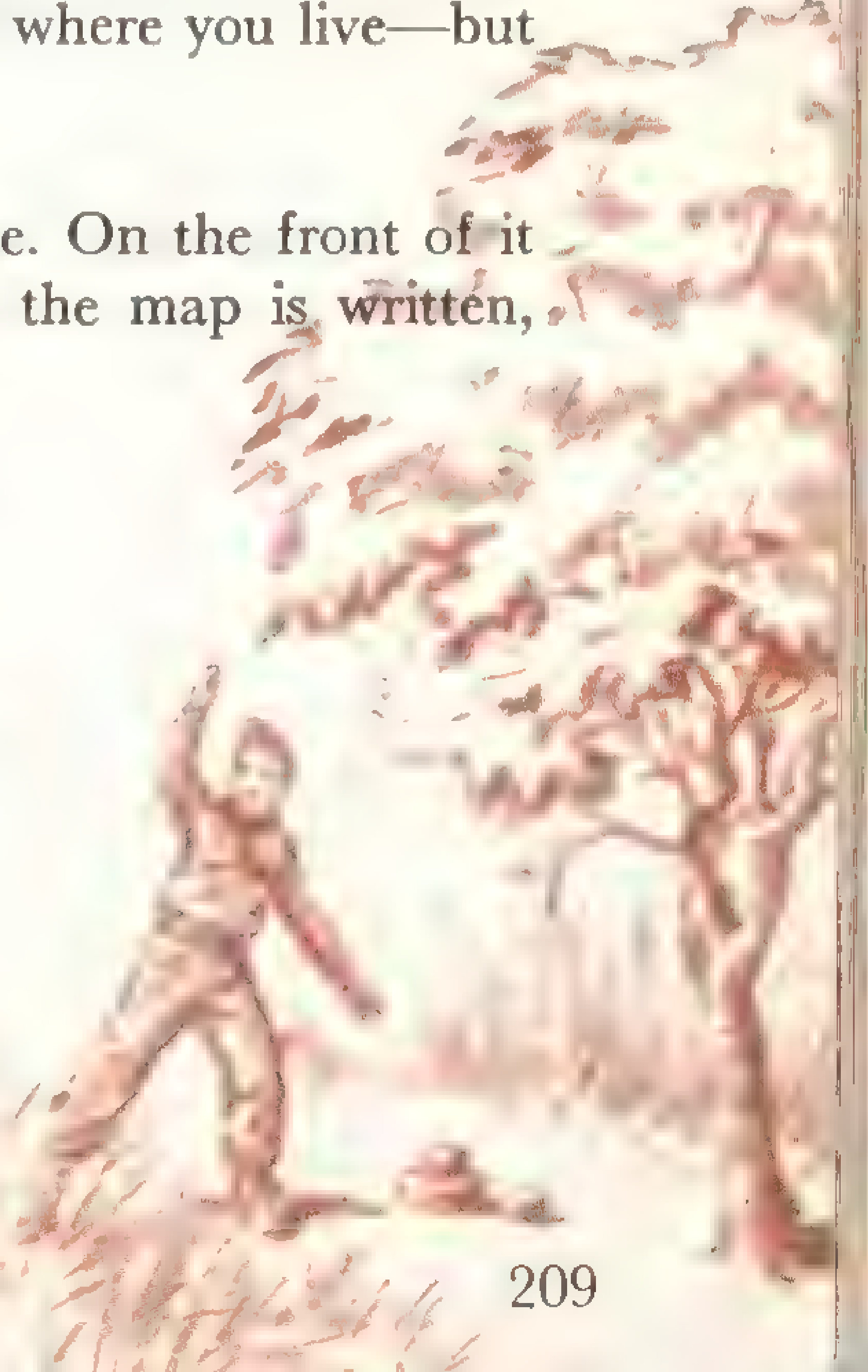
This is the way it may work out:

Your patrol leader gets a sealed envelope. On the front of it is a small sketch map with an *X*. Under the map is written,

IDEAS FOR PATROL AND TROOP HIKES

Adventure Hike
Exploration Hike
Collecting Hike
Tracking Hike
Mystery Hike
Knot Hike
Historical Hike
Father-and-Son Hike

Compass Hike
"North Pole" Hike
Conservation Hike
Treasure Hike
Signal Hike
Flapjack Hike
Ten-Mile Hike
Twenty-Mile Hike



"Proceed to spot marked *X*, then open envelope." The spot is easily located. Your patrol leader breaks the seal. In the envelope is a message: "Go to the tallest oak you can see from this point, then follow the direction of its biggest branch for two hundred feet." You do and find—nothing. That is, not until one of the fellows yells: "Here's a stone that has been turned." Under it you discover the next clue: "235 degrees to tree with unnatural fruit." You get out compass, find the bearing and proceed. The tree proves to be a hickory with several pine cones tied to its branches. At the foot of the tree starts a trail of Scout trail marks that lead to another tree.

No clue around! What do we do next? Someone looks up. High overhead, a tag is tied to a branch. The patrol's best climber goes up for it. The tag says, "Look 175 degrees!" Well, what do you see? "Looks like a red neckerchief in a tree about five hundred feet away!" Off at a gallop! There's a clue attached to the neckerchief: "Four hundred feet, 95 degrees." Here you find a pile of stone, and under them the last clue: "Dig below the dead chestnut!" You locate the tree, dig under it where the earth was recently turned and find—well, maybe not a chest of gold doubloons or pieces of eight, but certainly at least a box of peanuts to be divided among the lucky treasure hunters.

Unless—and that could happen—you find a slip of paper saying, "Fooled you! Fox Patrol," left there by another patrol arriving on the spot first from another direction.

Lost Child Hike. The whole troop is alerted. Your patrol rushes to the mobilization point. When all the patrols are on the spot, one of the troop leaders steps to the front.

"A child is lost," he says. "A search has been going on all night. The only place that has not been scoured is a stretch of woodland, indicated on a map sketch which each patrol will receive. Our help has been requested. Are you ready to give it?"

Of course you are! Here's your chance to learn how such a search is done. In this particular case, the "child" is a life-size doll, made up of pillows and child's clothing—but some other time, it may be a real child.

Your patrol leader tells you what he expects you to do, and you are on your way, with orders to meet at a certain spot at a certain time whether you have found the "child" or not.

Nature Hunt. Someday, your troop may turn a hike into a nature hunt—combining observation with a knowledge of plants and animal life.

Each patrol leader is given a message to read to the gang:

"Greetings and salutations:

"Believe it or not: Our assistant Scoutmaster has fallen desperately in love, but—the fair lady won't even look his way. He will pine away unless he drinks a dose of my patented falling-out-of-love potion. For this I shall need the following ingredients—and mind you, you must bring me as many of them as possible within one hour:

"Four acorns
Twenty dandelion seeds
Six inches of sassafras branch
Three red cedar twigs
Eighteen pine needles
A feather, at least 2″ long
A bit of rabbit fluff
The shed skin of a snake

"Good luck and good hunting. You may be assured that a potion made from these ingredients will do the trick.

"(Signed) Hood-Doo, Witch Doctor"

To work immediately! The patrols are given the exact time for returning, and they get going. The gang that brings back the largest number of items within the time limit wins. Fun? Betcha!

Capture the Flag. On another hike, one of the main events may be a few turns of a game called CAPTURE THE FLAG.

In this game, the troop forms two teams, two patrols to a team. Each team has its own territory. The territories are separated by a boundary line such as a brook or a trail.

The teams assemble close together at a starting point near the center of the line, each team on its own side of the boundary line. On a signal each team proceeds to set up a signal flag inside its own territory, within two hundred steps of the starting point.

Another signal starts the game. The object now is to enter the enemy's territory, capture his flag, and carry it across the line into home territory without being caught. Scouts may be posted to guard the flag, but must not get nearer than fifty feet of it, unless an enemy breaks through to the flag. Then they may follow him.

Any Scout found in the enemy's territory may be captured by catching him and holding him long enough for the captor to say "Caught, caught, caught!" When a Scout is captured he must go with the captor to the "guardhouse"—a tree or rock twenty feet from the boundary line.

A prisoner may be released by a member of his own team touching him, provided the prisoner at the time is touching the guardhouse with a hand or a foot—whereupon both return to their own territory. If the rescuer is caught by the guards before he touches the prisoner, he, too, must go to the guardhouse. A rescuer can rescue only one prisoner at a time.

If a raider captures the flag but is caught before he reaches home, the flag is set up again at the point where it was rescued and the game goes on as before. If neither side captures the enemy's flag within the time agreed upon (say, half an hour) the game is won by the team with the most prisoners.

Wide Games. A "wide game" is something like CAPTURE THE FLAG—only far more elaborate and far more thrilling. It takes in a considerable amount of territory and occupies several hours of a hike—maybe a whole day, or even a night.

Instead of being just Scouts, you're Indians on the hunt for scalps, prospectors on the search for uranium, border police out to get the smugglers, G men after bandits, a commando unit landing on an enemy shore, a rocket crew landing on Mars. The game territory becomes a vast prairie, a broiling desert, wild mountain ranges, enemy country, a distant planet. Behind every bush lurks danger, around every rocky corner lies a trap.

Everything you've learned in Scouting comes into play. There's use of compass and map for finding your way. There's stalking as you try to ambush an oncoming team of "robbers" or "pirates" or "Martians" . . . as you move stealthily toward them . . . hardly daring to breathe . . . taking advantage of the least bit of cover you can find. There's concealment, camouflage, maybe even disguise.

You need initiative, physical fitness, courage.

There are hundreds of different ways of playing a wide game. The way it is done in your troop depends on the imagination of your leaders.

Many Other Kinds of Hikes. Well, those are some of the kinds of hikes you'll take in an ambitious patrol in a good troop. There are many, many more. Your patrol leader has a whole collection of hike ideas in his *Handbook for Patrol Leaders*, and your troop leaders in the *Scoutmaster's Handbook*.

You will never run out of exciting things to do on a hike with your patrol and your troop.

SCOUT SPIRIT

You know the old saying "The proof of the pudding is in the eating."

Something similar holds true of a Boy Scout. The proof of a Scout is in the way he acts, in the things he does. Or, to say it differently:

A real Scout is a fellow who CAN and IS and DOES.

The CAN is in the skills that people expect of a Scout. He *can* find his way in the woods, he *can* make a fire in a drenching rain, he *can* tie a knot that will hold, he *can* give first aid in an emergency—he CAN a whole lot of things. That's the first part.

The IS is in the Scout Law: A Scout IS trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, reverent. A boy may be dressed in the complete, official Boy Scout uniform and yet not be a Scout—it is only if he actually *IS* all the things that are mentioned in the Scout Law that he is a Scout. The uniform alone does not make a boy a Scout—it is the boy inside the uniform that counts. That's the second part.

The two of them together—the first and the second part—spell out the Scout motto: "Be Prepared." If a boy, for instance, *CAN* help and *IS* helpful, then he is truly prepared. The way he proves it is by his actions, by the fact that he *DOES* help.

The DOES is in the Scout Oath: "On my honor I will *do* my best. . . ." What a boy *DOES* shows what he *CAN* and what he *IS*. At the same time, the more he DOES, the more he helps the CAN and the IS grow strong and trained and ready to show themselves in further action—which simply means that he is growing into a still better Scout, becoming a real man and a true citizen.

LIVING THE SCOUT IDEALS

Live up to the Scout Oath or Promise, the Scout Law, the Scout motto, and the Scout slogan.

Now that you are ready to become a Second Class Scout, it is time for you to stop for a moment and take stock of yourself.

Honest now—have you done your best—your very best—to live up to the Scout Law to which you pledged yourself the day you entered the brotherhood of Scouting?

In your own mind, slowly go over each of the twelve points and ask yourself a few searching questions:

"Am I TRUSTWORTHY? Can I always be depended on? Do I always do what I promise to do? Have I proved myself LOYAL—to my parents, to my friends, to my patrol and troop, to my country?

"Am I as HELPFUL as I might be? Have I done at least one Good Turn every day since I became a Scout—or have there been days when I have forgotten?

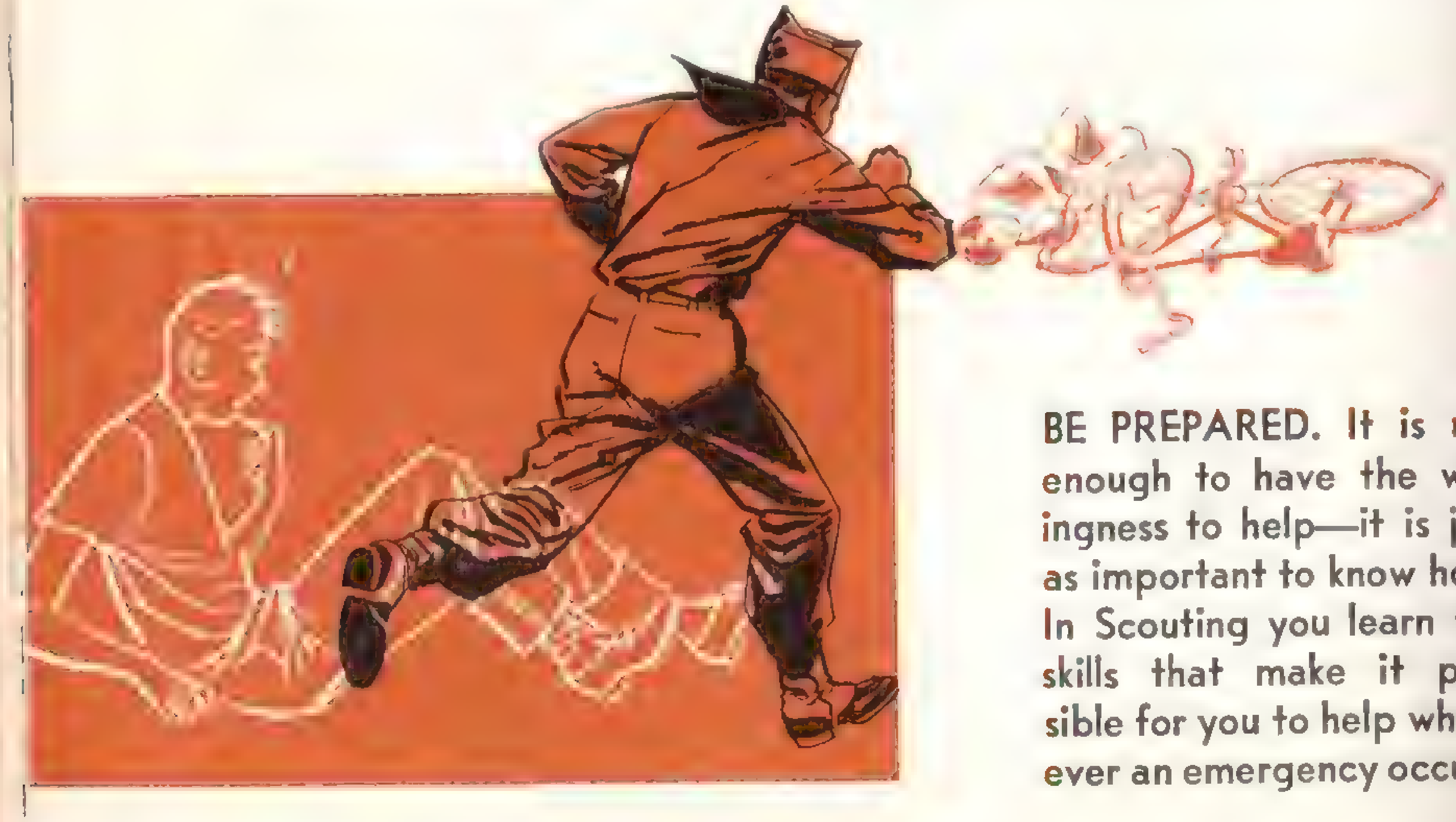
"Am I naturally FRIENDLY to all, with a smile on my face and a helping hand? Am I truly COURTEOUS? Have I learned to do the many small courtesies that a gentleman does as a matter of habit—rising when a lady enters a room, giving my seat on the bus to an older person, making generous use of the little words 'Please' and 'Thank you'? Am I KIND to my dog and to animals and birds?

"Am I OBEDIENT—doing the things I am asked to do promptly and in a spirit of real cooperation? Do I meet and overcome difficulties with a CHEERFUL heart? Am I THRIFTY—not just in regard to money, but in the way I spend my time, the way I make use of my opportunities?

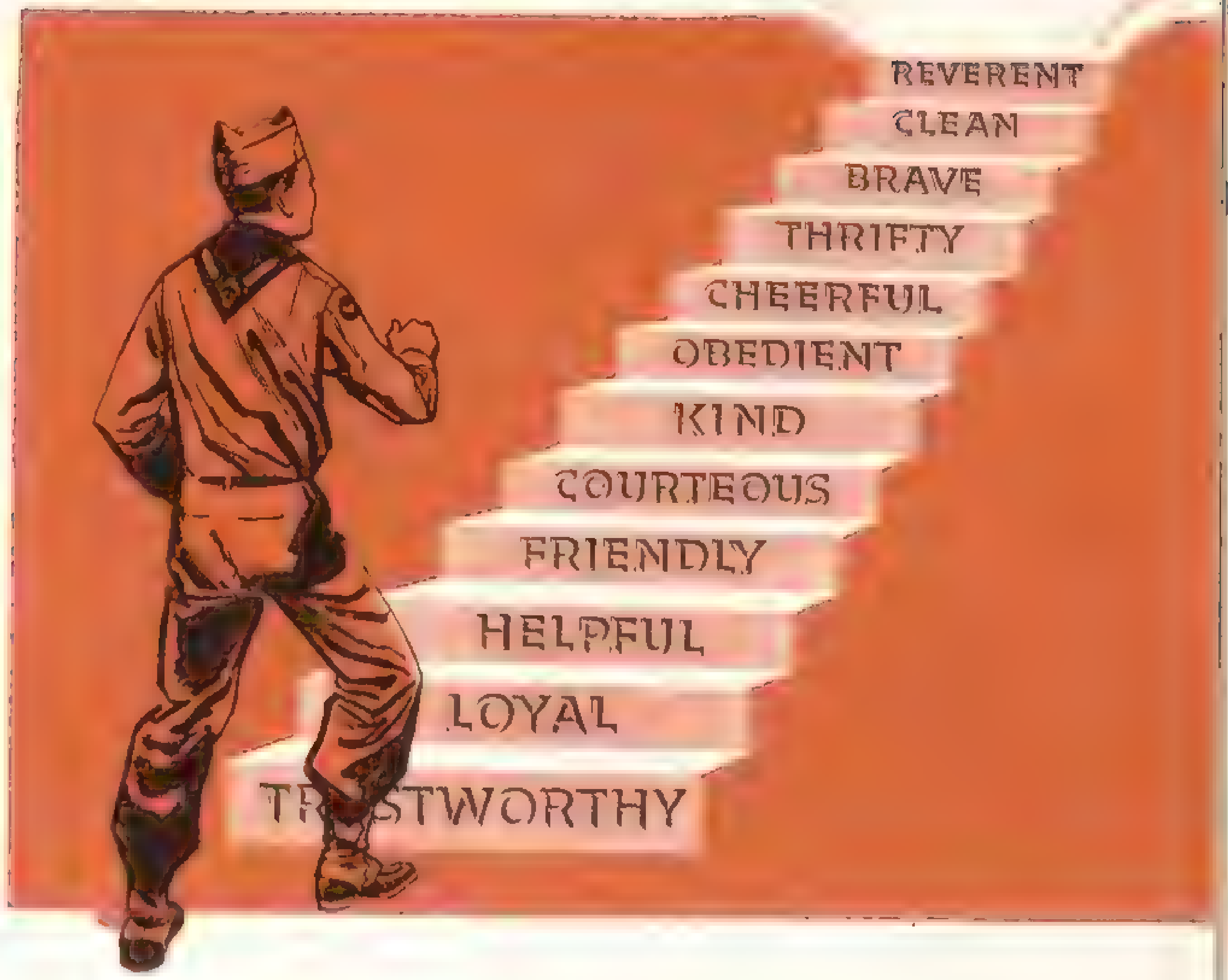
"Have I shown myself BRAVE? Have I stood up for what I consider right rather than following the crowd? Have I accepted full responsibility for some mistake I have made?

"Have I been CLEAN in my thoughts, my words, and my deeds? Have I proved myself REVERENT by being faithful in my religious duties?"

Your Scout leaders have had a chance to find out about you from the way you act, from the way you work in patrol and troop. But only you and your God can truly know what kind of Scout you are—no one else can read your thoughts or look into your heart. That's why it is important for you to set up your own high standards and do your utmost to live up to them.



BE PREPARED. It is not enough to have the willingness to help—it is just as important to know how. In Scouting you learn the skills that make it possible for you to help whenever an emergency occurs.



Each point of the Scout Law is a step that carries you upward to true manhood, to active and devoted American citizenship.

Do a Good Turn Daily. Your daily Good Turn is one of the things that stamps you most clearly as a Scout.

From the day the Scout movement started, people everywhere have come to know that Scouting stands for service to others.

Some of the services rendered by Scouts have been quick all-out efforts on a national scale—a get-out-the-vote campaign or a safety Good Turn.

Others have required many hours of labor day in and day out—the work done during two World Wars.

Some have been spectacular—the part played by Scouts in great natural disasters like floods and hurricanes.

Others have been small, kind acts hardly noticed—but adding up to a tremendous amount of help when done by every Scout every day in every corner of our own country and around the world.

It is not the size of the Good Turn that counts—it is the way it is done—cheerfully and without a thought of reward.

. . . without a thought of reward . . .

And yet, you will find yourself richly rewarded for every Good Turn you do. Your reward will be in the knowledge that you have made life a little easier for someone else, in the inside happiness that comes from knowing your duty and doing it.

ON MY HONOR I WILL DO MY BEST . . . For every day that passes the Scout Oath takes on a deeper meaning. Doing your duty and helping others become second nature to you.

PHYSICALLY STRONG. As a Scout you pick up new health knowledge and learn new skills to make and keep you physically fit. Hiking and camping with patrol and troop take you out in the open, strengthen and harden your body.

MENTALLY AWAKE. Scouting helps you be alert. It gives you a chance to exercise your leadership ability. It encourages you to try your hand in many different fields—not just in outdoor crafts but in numerous merit badge subjects—many open to Second Class Scouts.

DOING YOUR SHARE

Do your share in helping in your home, your school, your church or synagogue, and your community.

"Charity begins at home." So does helpfulness.

There are fellows who behave beautifully when out, but are pests at home—cutting up and expecting to have everything done for them. There are others who, at an early age, take a responsible place in the family, and do their share—and often more than their share—without being told. Fortunately, most boys are in this second group.

As a Scout you will learn skills that will make you even better qualified to help at home than you were before joining. If someone in the family gets sick, you know how to get a doctor. If somebody has an accident, you can give first aid. If a package needs to be tied up, you know the knot for doing it. If the family has a picnic, you can make the fire and broil the steak. There are dozens of things you can do for the family that will make life so much easier for your mother and father.

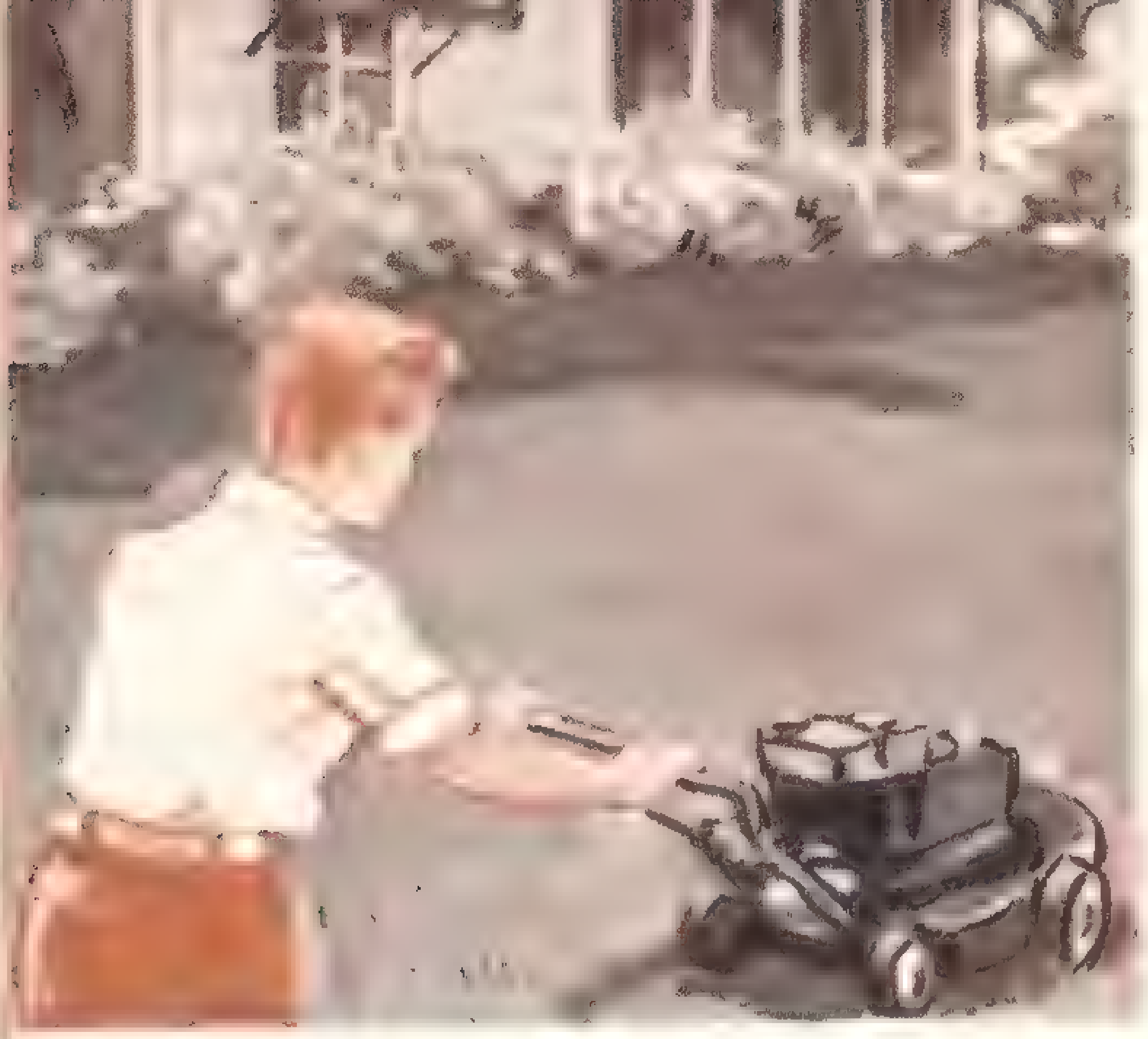
Helping in School. Schoolteachers know that they can depend on Scouts—not just for attendance on time and attention to studies, but also for special things that will benefit the whole school: safety work, first aid demonstrations, handling the school flag, leading games and athletics, and other events.

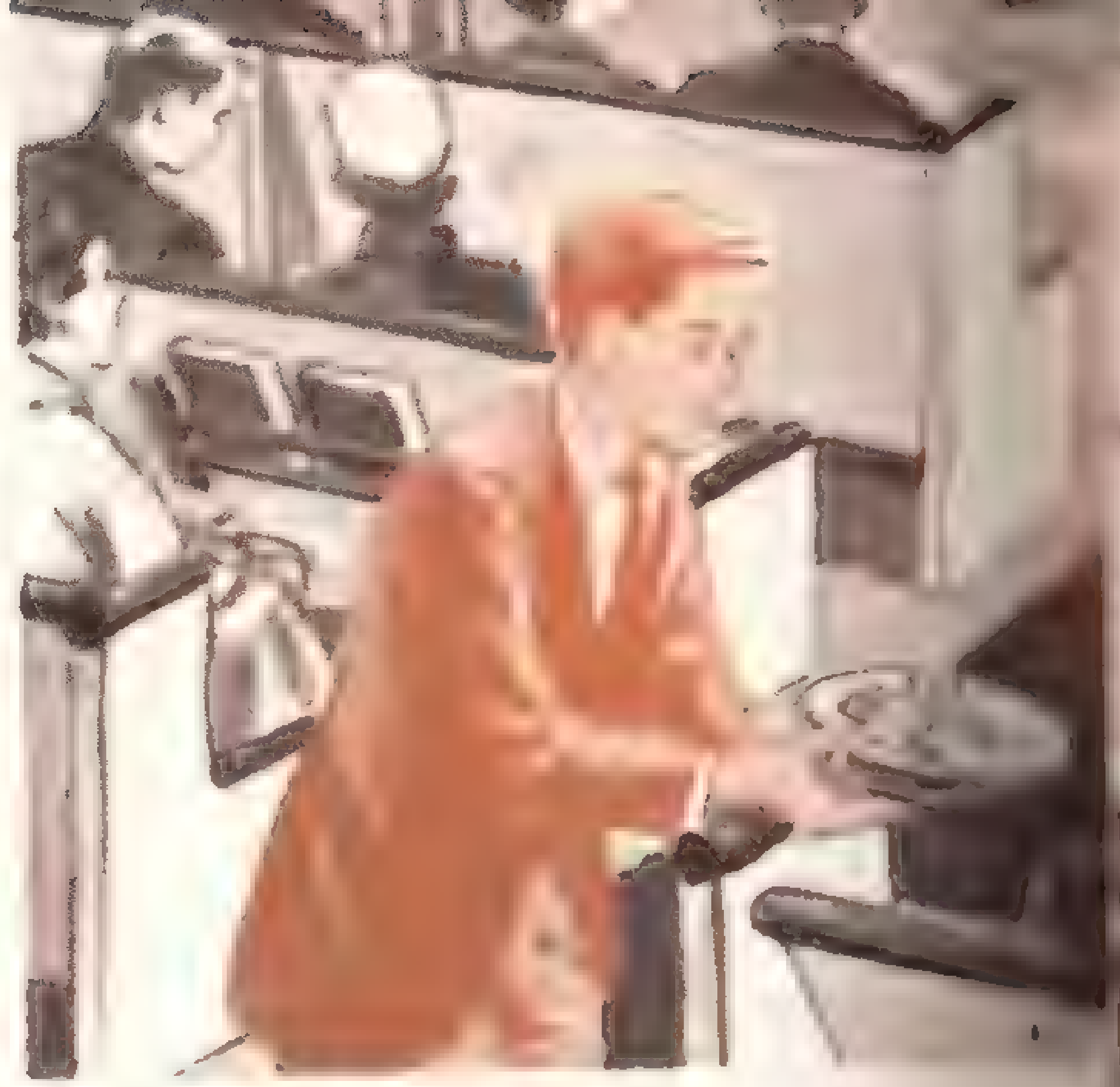
Your Scoutcraft training makes it easy for you to give much of this help. And the leadership you practice in patrol and troop may help you develop into the kind of leader that your schoolmates will want for filling a student office and your teachers for taking on special responsibilities.

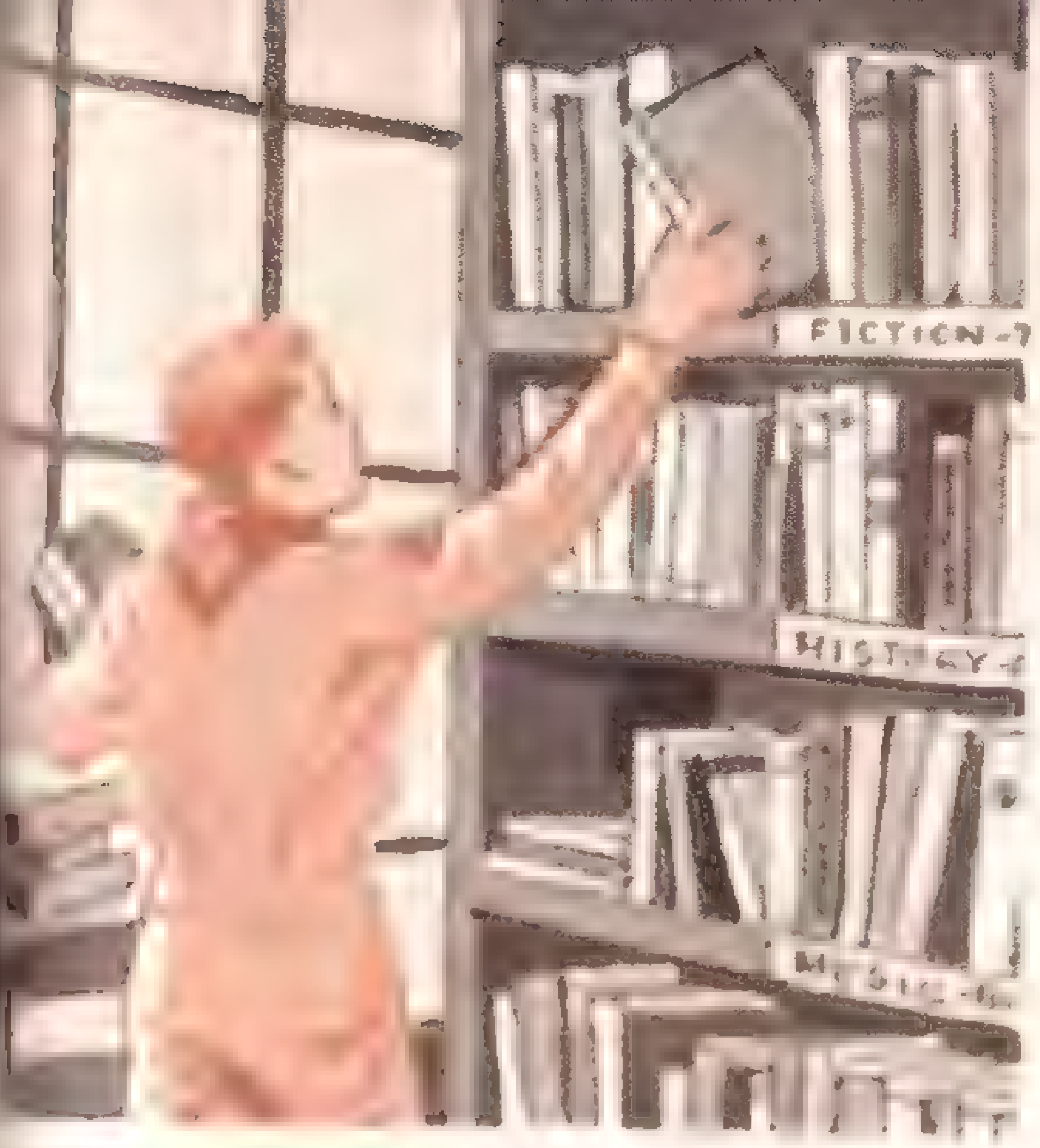
Helping in Church or Synagogue. Doing your part in your church or synagogue starts with knowing the teachings of your faith and living up to them in your everyday life.

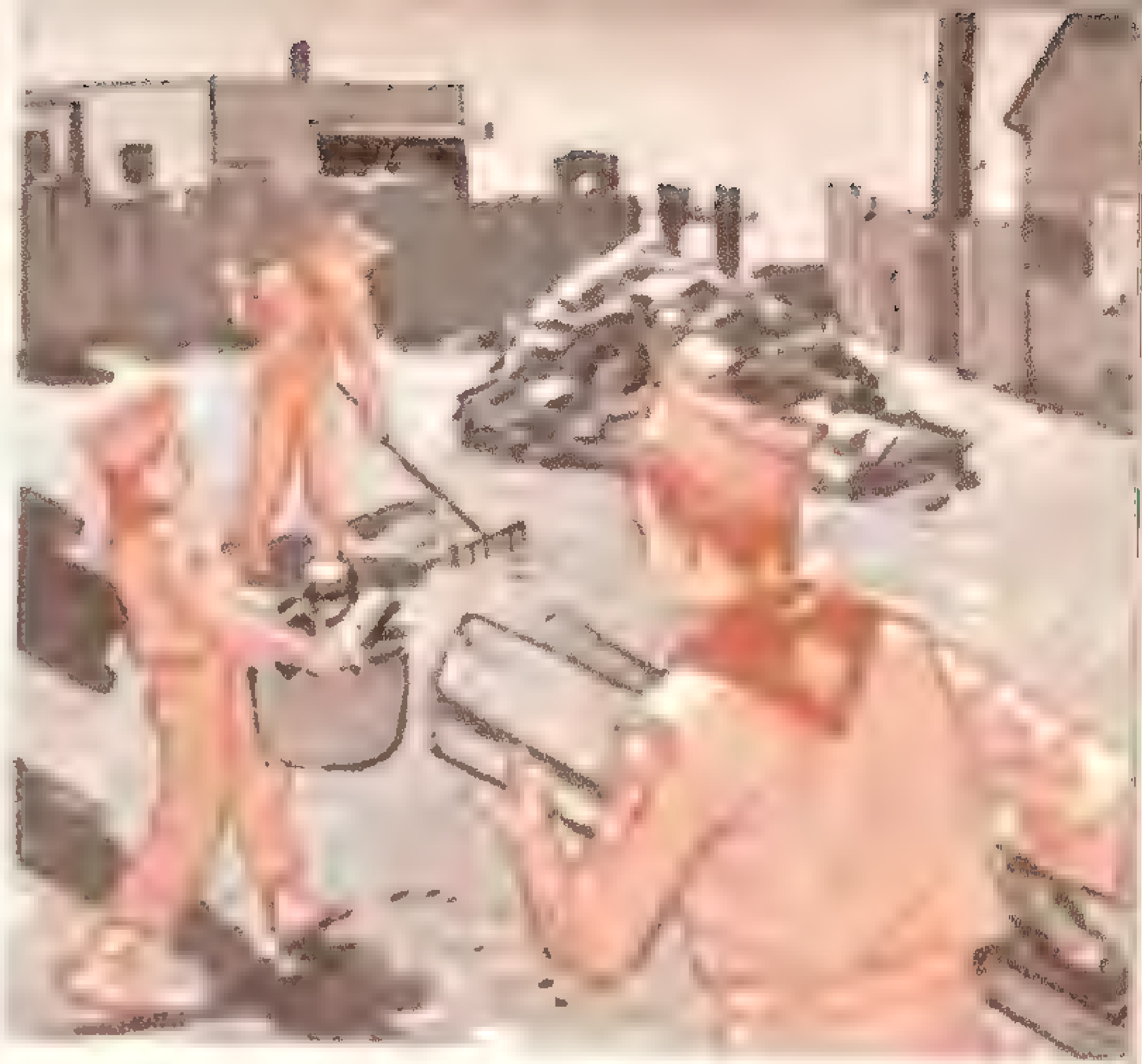
Regular attendance in religious services is important. But make your attendance far more than just "being there." Take an active part in the work of your church or synagogue. Set a good example for younger members and help wherever you can. Decide to earn the religious award of your faith (see pages 382-83).

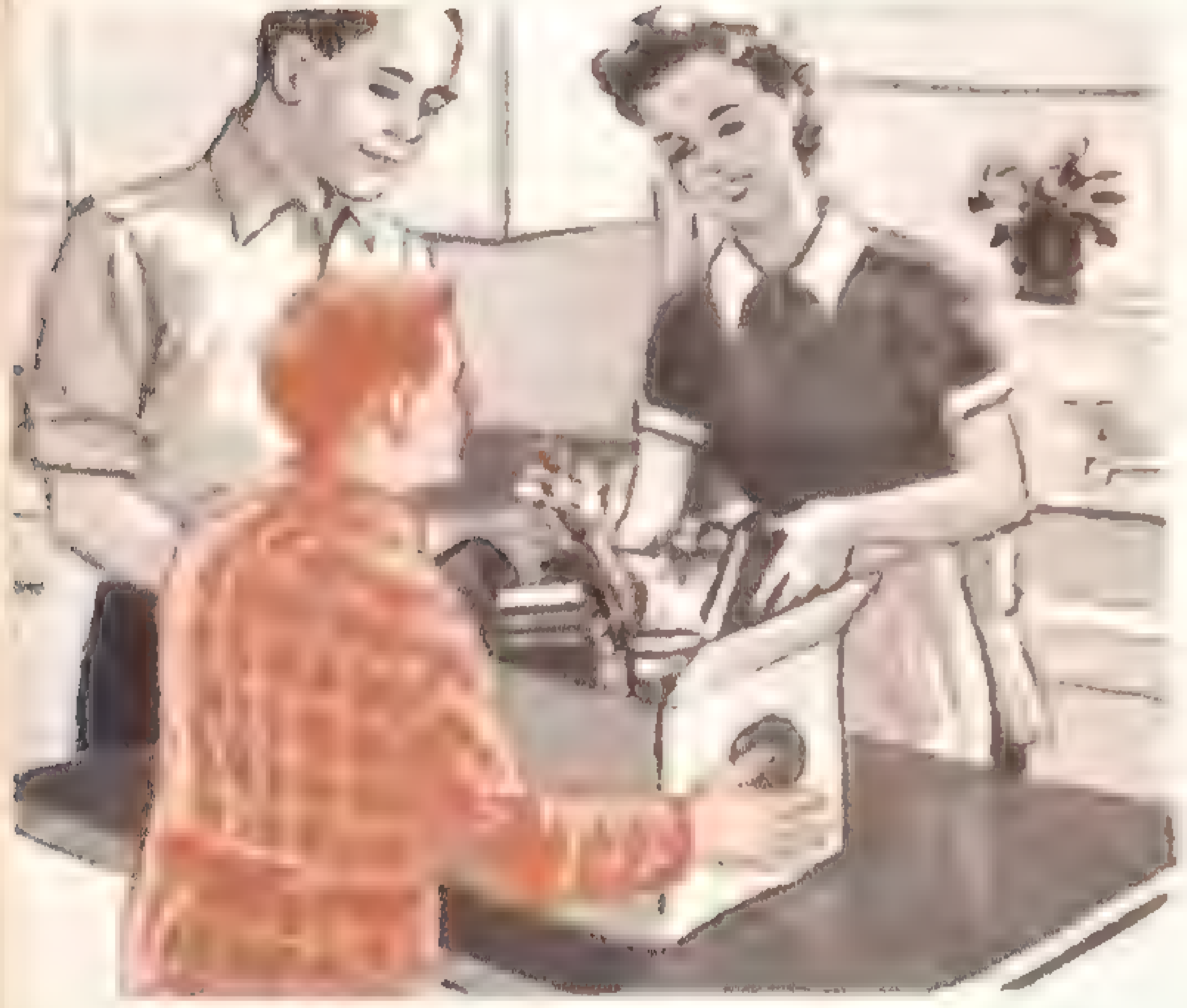
MORALLY STRAIGHT. A boy gets to be a good citizen by practicing citizenship — by learning the importance of truth and honor, justice and duty, love of his fellow man, and by acting according to the high standards he has set for himself.

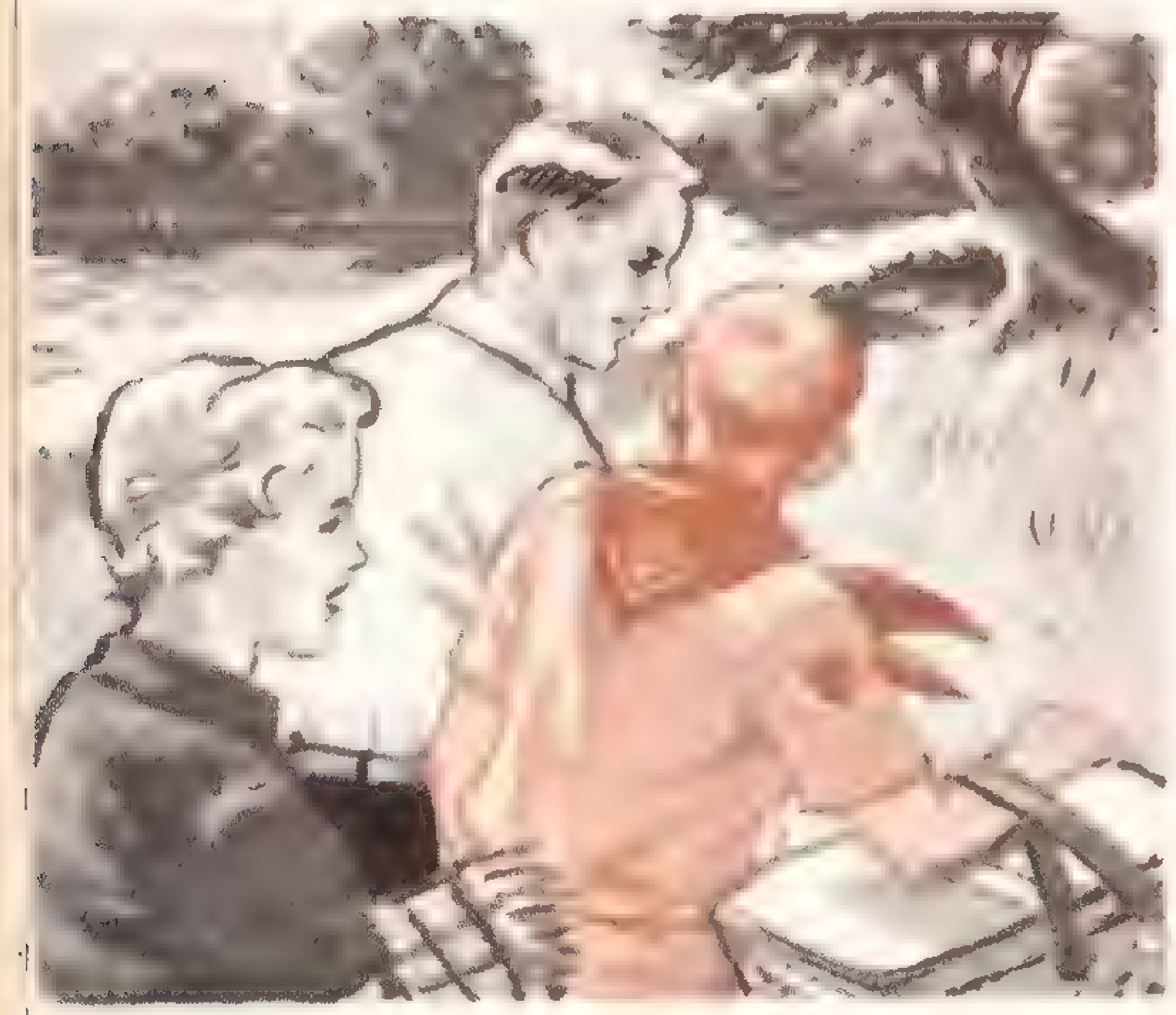












MANY WAYS OF HELPING

- Raised school flag daily.
- Policed hill for sleigh riding.
- Acted as lifeguard at lake.
- Put out a grass fire.
- Wheeled crippled man to church.
- Fixed child's tricycle.
- Dug post holes for neighbor.
- Got boy's kite down from tree.
- Did errands for sick lady.
- Cleaned trash off vacant lot.
- Gave first aid to burned child.
- Moved furniture for old lady.
- Picked broken glass off street.
- Found lost child.
- Splinted dog's broken leg.
- Helped man change flat tire.
- Delivered church circulars.
- Made scrapbooks for hospital.
- Reported live wire to power comp
- Stopped boys from hurting dog.
- Helped blind man on bus.
- Sorted books in school library.
- Assisted fire department in drive.
- Took part in safety campaign.
- Put on first aid demonstration.

Helping in Your Community. The baby toddling his first steps, the boy on his way to Scout meeting, the young man of twenty-one voting for the first time, are all American citizens. The crank who criticizes and tears down and does nothing for his community is a citizen—although a poor one. The man who tries to build up and better his community is a citizen—a good one.

Don't wait until you are a man to be a good citizen—be one as a boy.

The welfare of your community is placed in the hands of different departments: police, fire, health, street cleaning, parks, water supply, and several others. Anything you do to make their work more effective helps your community.

In addition, because you are a Scout, you may be called out with your patrol and troop in special community projects: Flag Day and Independence Day celebrations, Fire Prevention Week, and other observances.

TAKING CARE OF THINGS

Take care of things that belong to you and maintain a personal savings plan.

America is rich. With an abundance of material wealth around us, it is so easy to become wasteful, so easy to throw an old thing away and pick up a new one just because the old is old and the new is new.

It wasn't always like this in America. The settlers had to be careful about everything they had—their food, their clothing,

SAVINGS
SA
TELLER

By saving for your own future you help your country as well.

their personal property. They were never certain what the future would bring. Their rule was: "Use it up. Wear it out. Make it do —or do without!"

Things That Belong to You. As a Scout you learn to keep your eyes open to things about you, to appreciate the value of things, to take care of things that belong to you.

What are these things? First of all, they are the things provided by your parents—your clothing, of course; your home; your books; the furniture in your room. They are yours to use and to take care of.

The Money You Earn. What other things? The money you earn. Most of it you will want to spend on your education. Some of it will go for hiking and camping equipment and a reasonable amount of recreation. But part of it you will want to take care of in a different way so that it, in turn, will take care of you later on. The way to handle this part is through a savings plan that will teach you to manage a budget and will help you develop a habit of regular saving. By following such a plan, putting what you save in a savings bank or into United States savings stamps or bonds, you will have money available for things you may want or may need in the future.

Anything Else Belong to You? Yes, indeed. Your school does, the library and museums of your town, the highways of America, the parks of your state and your country, and numerous other things. How come? You are a citizen—that's how come! Those things are the property of all citizens. They were paid for by citizens of the past. They are kept up by the citizens of today and tomorrow—including *you*.

Any vandalism done to your school is a slap in *your* face. Any litter strewn on a highway or a public beach is a wrong done to *you*. Any forest fire caused by carelessness is value out of *your* pocket.

"Take care of things that belong to you" goes way beyond what you wear and use.

It includes all the things that are yours because you are an American citizen.

RESPECT THE PROPERTY OF OTHERS

Respect the property of others.

You expect other people to respect *your* property. You have no right to expect that unless you respect the property of others.

Things belonging to others may be loaned to you from time to time. Use them carefully and return them in good condition.

Make use of other people's property with permission only. A "No trespassing" sign means just that. Keep out—unless you have the owner's permission to enter. And never borrow anything without first asking.

Sometimes you see an empty house with all its windows smashed, all its doors ripped off their hinges. No decent boy —and certainly no Scout—would ever think of committing such senseless destruction. "A Scout is thrifty. He does not wantonly destroy property. . . ."

Conserving America's Natural Resources

Help conserve your country's natural resources.

America's natural resources are part of your God-given heritage. The mountains, forests and streams, the animals and birds, belong to you. It is your duty as a Scout and a citizen to protect them and conserve them.

How can you do it?

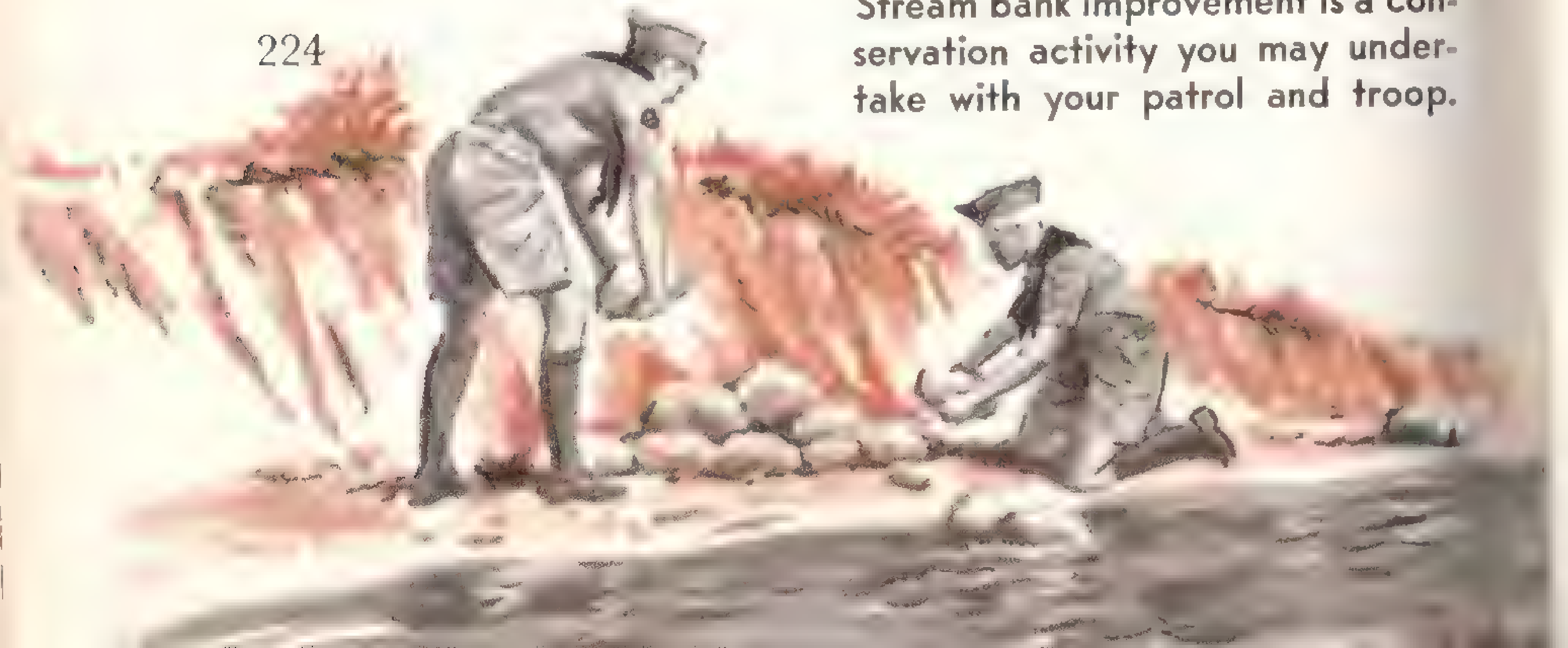
First of all, you can decide to live up to the Outdoor Code developed by the Boy Scouts of America for all Americans. Study it carefully (see next page) and make up your mind to this:

I will do my best to—
  Be clean in my outdoor manners—
  Be careful with fire—
  Be considerate in the outdoors—
  Be conservation-minded.

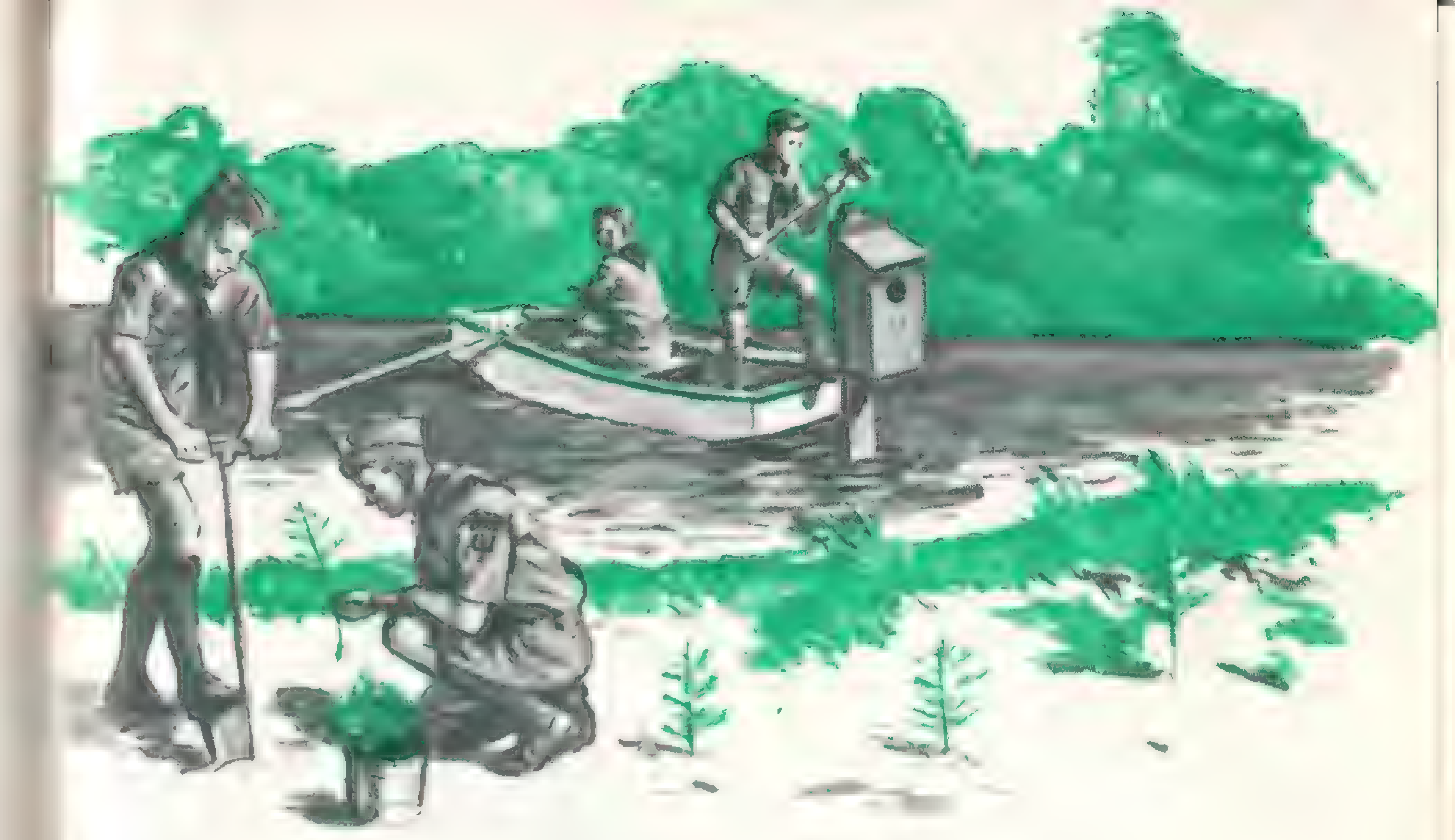
It is easy to live up to this code. It is mostly a matter of doing the thoughtful thing instead of the thoughtless one—picking up trash instead of dropping it, using care with fires, thinking of others before yourself.

Secondly, you can swing into action in the conservation activities planned by your patrol and troop. You may have a chance to help plant a thousand trees, to improve a brook for trout, to keep a bird feeding station supplied during a hard winter, to save a stream bank from washing away, to put up brush shelters for rabbits and other small animals, and many other things.

In these ways, you will not only help conserve your country's natural resources—you will actually improve them for yourself and for the future.



Stream bank improvement is a conservation activity you may undertake with your patrol and troop.



Outdoor Code

As an American, I will do my best to—

BE CLEAN IN MY OUTDOOR MANNERS—I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

BE CAREFUL WITH FIRE—I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

BE CONSIDERATE IN THE OUTDOORS—I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

BE CONSERVATION-MINDED—I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.

ON THE CAMPING TRAIL TO FIRST CLASS

BE PREPARED

MY FIRST CLASS SCORE

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how to become a FIRST CLASS SCOUT

The purpose of the whole Scouting program is to assist you to become a good citizen, to help you grow into strong manhood. Every step along the advancement trail will lead you in this direction. The early steps put you on the road—but it is only as you take step after step that you can expect to reach the Scouting goal.

That's why you should strive to become a First Class Scout at the earliest possible moment.

Baden-Powell himself—the founder of Scouting—had this to say about the importance of becoming First Class: "A boy does not really get the full value of Scout training until he is a First Class Scout." And he gave the reason: "The tests for First Class Scouts were laid down with the idea that a boy who proved himself equipped to that extent might reasonably be considered grounded in the qualities which go to make a good, manly citizen."

What You Have to Do. By now you are familiar with the pattern of all Scout advancement. You know that for each rank there are three important requirements you need meet—in SCOUT TEAMWORK, SCOUTCRAFT, and SCOUT SPIRIT. Within each of these requirements there are special tests to pass—some dealing with what you do in patrol and troop, some with the skills you learn, still others with the ideals of Scouting.

SCOUT TEAMWORK—The closer you come to one hundred per cent attendance at patrol and troop activities, the closer you get to showing FIRST CLASS teamwork. But attendance is not enough—what counts most is what you do when you are there. There are younger boys, newer patrol members who look up to you now because they consider you one of the old-timers. Do you set an example for them? Do you accept patrol and troop responsibilities willingly and carry them out?

SCOUTCRAFT—The First Class Scoutcraft skills aim to make you a good camper. There is nothing like camp for helping you grow "physically strong, mentally awake, and morally straight." The vigorous activities of camp strengthen your body. Your life in the open teaches you to be self-reliant, resourceful—able to take care of yourself under all conditions.

SCOUT SPIRIT—The longer you stay in Scouting and the farther you advance, the more the ideals of Scouting influence your life. The Scout Law takes on a deeper meaning. The promise you gave in the Scout Oath becomes more and more important to you—you are not satisfied unless you truly do your very best, at home and in school, in your church or synagogue and community.

Review and Award. You demonstrate your Scoutcraft skills to your patrol leader if he is a First Class Scout—otherwise to some other leader. When you do them right, he passes you in your tests. Your Scoutmaster and other troop leaders decide when you have met the requirements for Scout teamwork and Scout spirit. When they are satisfied that you are ready, your Scoutmaster arranges for you to appear before the troop board of review. This board, consisting of men interested in helping boys, makes certain that you have met all tests in a FIRST CLASS manner and approves you for advancement.

Soon after, at a troop court of honor, your Scoutmaster presents your First Class badge to you in front of your friends.

You are proud—you have a right to be. But also, you have a great obligation: With the First Class badge on your pocket, the whole Scout movement expects you to act like a FIRST CLASS Scout. Each of your brother Scouts expect you *on your honor* to DO YOUR BEST.

FIRST CLASS TESTS

To become a FIRST CLASS SCOUT, you must do the following:

SCOUT TEAMWORK

While a Second Class Scout for at least thirty days, show to the satisfaction of your Scout leaders that you:

1. Work actively in patrol and troop meetings and outdoor activities.
2. Take part regularly and willingly in service projects.

SCOUTCRAFT

1. PREPARE FOR SCOUT CAMPING

Clothing and Equipment—Present yourself for inspection suitably clothed for the locality, season, and weather and equipped and packed for an overnight camp.

2. LAY OUT YOUR CAMP

a. Camp Site—Select a site suitable for a patrol camp and explain your reasons for picking it.

b. Directions—Lay out on the ground a magnetic north-south line using a compass and a true north-south line with the help of the sun by day, the North Star by night.

c. Measuring—With simple means and using your personal measurements, determine a height you cannot reach (such as a tree) and a width you cannot walk (such as a river or canyon).

d. Mapping—Make a map sketch of your camp and a map sketch by which someone unfamiliar with your camp location can find his way to it over a distance of at least two miles.

3. LIVE IN CAMP

a. Camp Making—Sharpen an axe and use it for cutting light wood into tent pegs. Locate a tent site and pitch a tent, fastening the guy lines with taut-line hitches. Prepare a comfortable ground bed. Make a piece of camp equipment requiring lashings.

b. Camp Health—Explain methods used in camp for care of food and drinking water, fire protection, and waste disposal.

c. Wood Lore—Find ten kinds of wild trees or shrubs. Tell what they are and explain their uses.

4. COOK YOUR MEALS

a. Camp Cookery—Construct a simple outdoor fireplace and use it to prepare for yourself and a companion, from raw ingredients, a complete breakfast of fruit, hot cereal, and bacon and eggs (or pancakes) and a complete dinner of meat (or fish or poultry), vegetable, dessert, and bread (or biscuits, or twist baked on a stick). Clean up thoroughly afterwards.

b. Edible Wild Plants—Find at least four different edible wild greens, roots, or fruits. Tell what they are and how to prepare them for eating.

5. GO SWIMMING

SWIMMING*—Tell what precautions must be taken for a safe swim. Jump feet first into water over your head in depth. Swim 50 yards. During the swim, stop, make a sharp turn, level off and resume swimming.

6. GET A MESSAGE THROUGH

MORSE SIGNALING—Know the International Morse code, including necessary procedure signals. Using this code, send and receive, by any suitable means, a message of twenty words (one hundred letters) over a distance of at least 100 yards.

7. BE PREPARED FOR ACCIDENTS

a. FIRST AID—Satisfy your examiner that you have retained your Second Class first aid knowledge. Improvise a sterile dressing. Use triangular bandage (Scout neckerchief) for arm sling and as binder for wounds on head, hand, knee, foot. Explain first aid for puncture wounds from splinter, nail, fishhook, dog bite, poisonous snake bite, heat exhaustion, sunstroke, frostbite. Explain danger of taking laxative for pain in stomach. Demonstrate first aid for fracture of collarbone, upper arm, forearm, lower leg.

b. TRANSPORTATION OF INJURED—Tell under what circumstances an injured person should or should not be moved. Demonstrate walking assist, one-man and two-man carries. Improvise a stretcher and, with helpers under your direction, transport a presumably unconscious person.

8. GO CAMPING

THE FIRST CLASS TEST CAMP—After you have done the above, prove yourself a *Scout camper* by camping, properly

clothed and equipped, on a suitable camp site for not less than twenty-four hours with your patrol (or with at least one companion approved by your Scoutmaster). During this camp, cook at least one hot meal, sleep in a tent or improvised shelter or under the stars, keep camp clean and safe, and leave camp site in good condition.

SCOUT SPIRIT

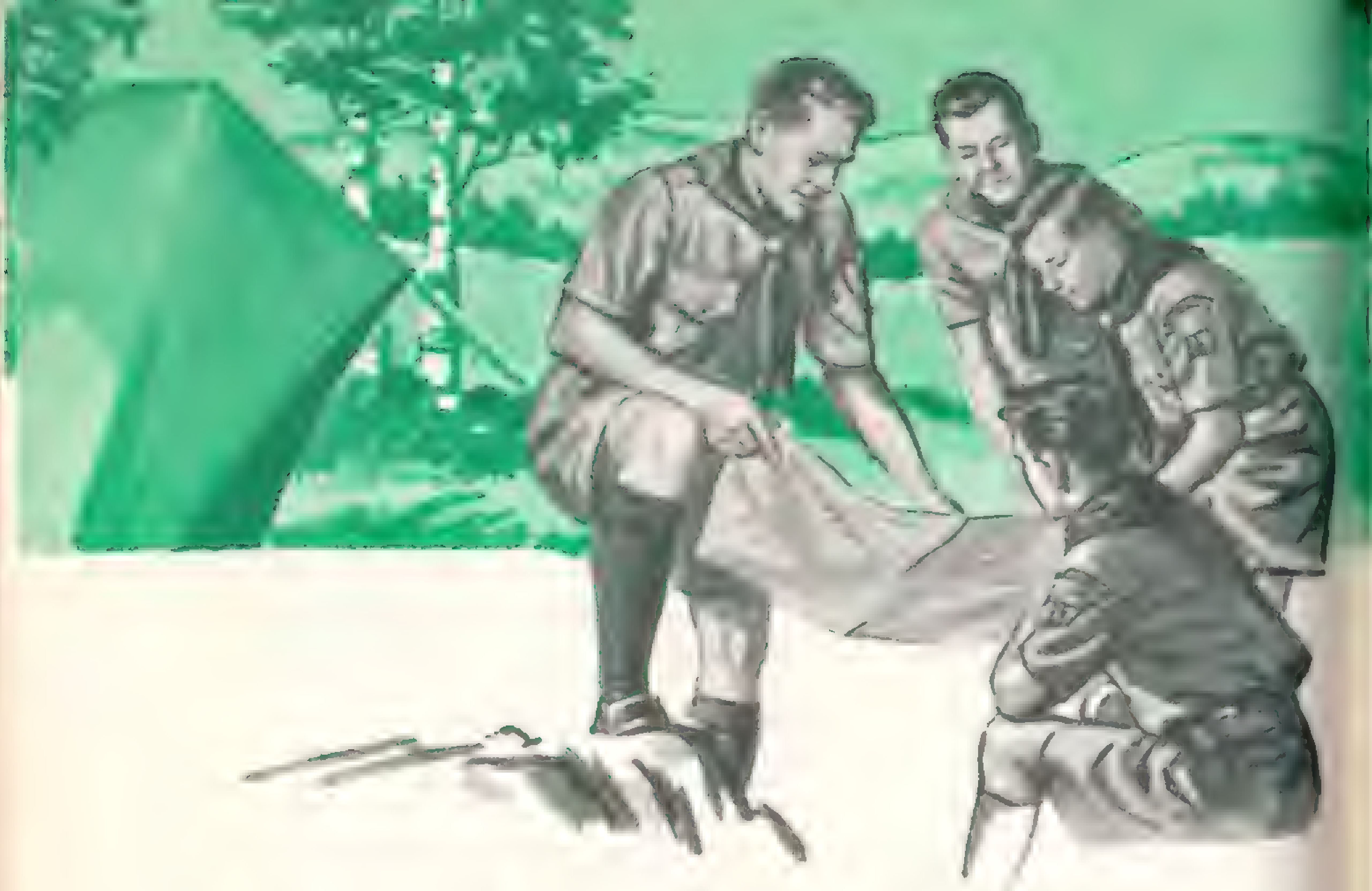
While a Second Class Scout, satisfy your Scout leaders that you do your best, in your everyday life, to—

1. Live up to the Scout Oath or Promise, the Scout Law, the Scout motto, and the Scout slogan.
2. Do your share in helping in your home, your school, your church or synagogue, and your community.
3. Take care of things that belong to you and maintain a personal savings plan.
4. Respect the property of others and help conserve your country's natural resources.

*NOTE on the First Class swimming test

Under certain very exceptional conditions, where the climate keeps the water cold the year round, and/or where there are no suitable and accessible places (outdoors or indoors) within a reasonable traveling distance to swim at any time during the year, or in cases where a physician certifies that the Scout's physical condition for an indeterminable time does not permit swimming, the advancement committee of the local council may authorize a substitution for the First Class swim.

In EACH individual case, application for a substitution must be made in advance by the Scoutmaster to the advancement committee on the special standard form provided for this purpose, Application for Substitution for Basic Scout Requirements (No. 4434), and a specific substitution from among those indicated on the application form must be approved in writing by the committee after thorough review.



SCOUT TEAMWORK

Have you ever seen a TV show or a movie of an Alaskan goldrusher or an Arctic explorer or a Royal Mountie hitching up a dog team to a sled for a trek into the snowy vastness of the North? The dogs jump around him, barking, eager to go. One after the other they are hitched into position. "Mush!" The lead dog takes hold—and a moment later, dogs and sled and man have disappeared over the horizon.

If you want a real example of teamwork—that's it!

To accomplish anything worth while you need someone to decide the course, someone to set the pace, and everyone to swing into action. In Scouting, the Scoutmaster decides the course for the whole troop, each patrol leader sets the pace for his gang, and each patrol member does his part.

Work actively in patrol and troop meetings and outdoor activities.

Teamwork in the Patrol. Undoubtedly you are already a good teamworker in your patrol—the very fact that you have decided to set out on the First Class trail proves this. But ordinary teamwork is not sufficient. If you expect to reach First Class, your work in the patrol must be FIRST CLASS. It is not enough to do the things that come your way—a First Class Scout goes out of his way to do more than is expected of the average Scout.

Any Scout is expected to be present at every patrol activity—a First Class Scout comes to patrol meetings prepared with ideas to help the patrol. *Any* Scout is expected to do his part of the work in the patrol—a First Class Scout accepts special responsibilities and carries them through.

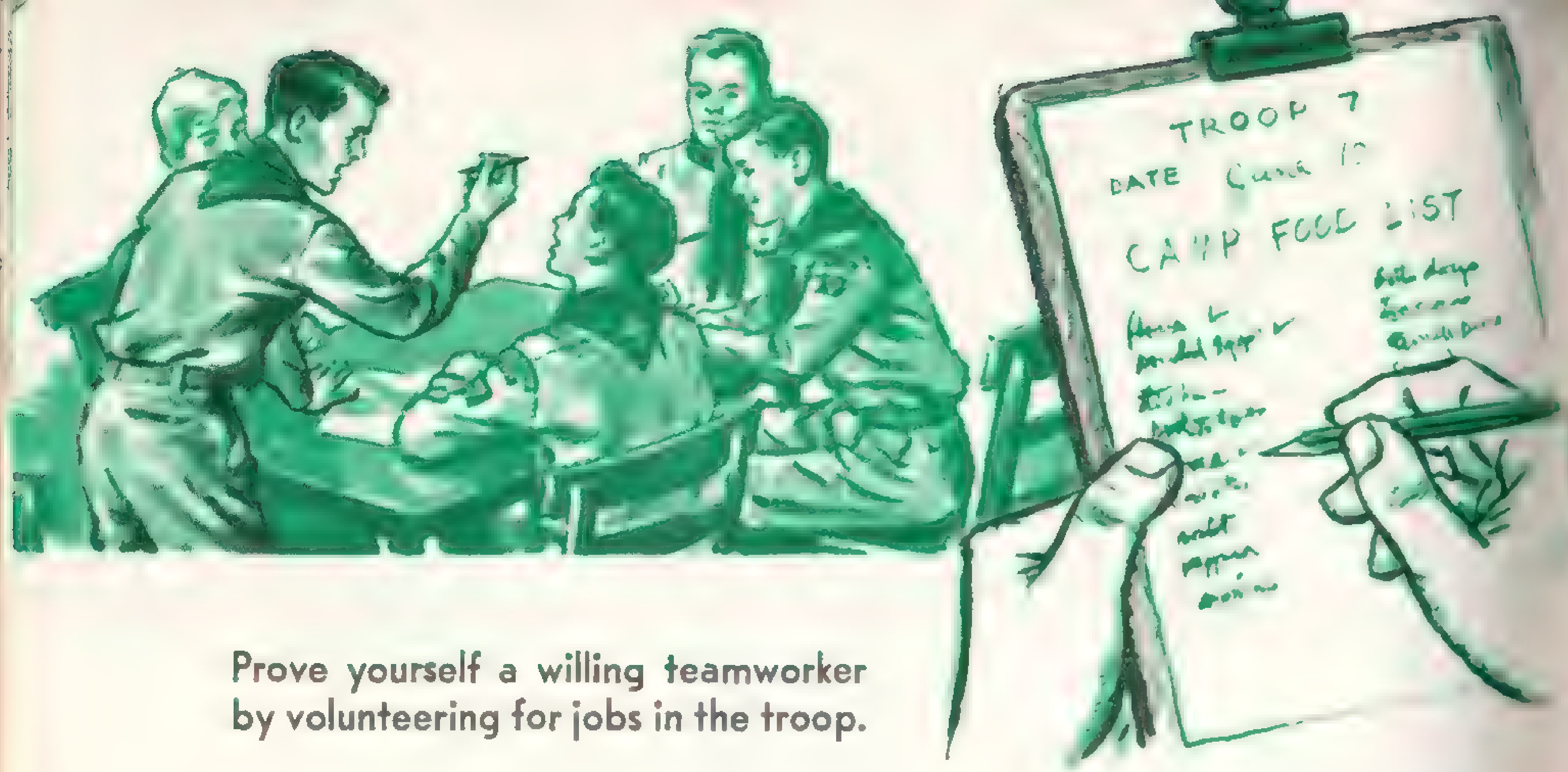
Give your patrol leader your full cooperation. If any of the activities of the patrol meeting calls for special equipment, be sure to bring it. If advance training is required, come prepared. When you have learned certain Scoutcraft skills yourself, help your patrol leader train new boys in those skills.

There will be times in any patrol's life when the going is rough—when a hike is a flop, when a patrol stunt "lays an egg," when a looked-forward-to camping trip is washed out. Those are the times when your team spirit is put to its severest test—but also the times when you have a chance to work with the gang to turn apparent failure into glorious success.

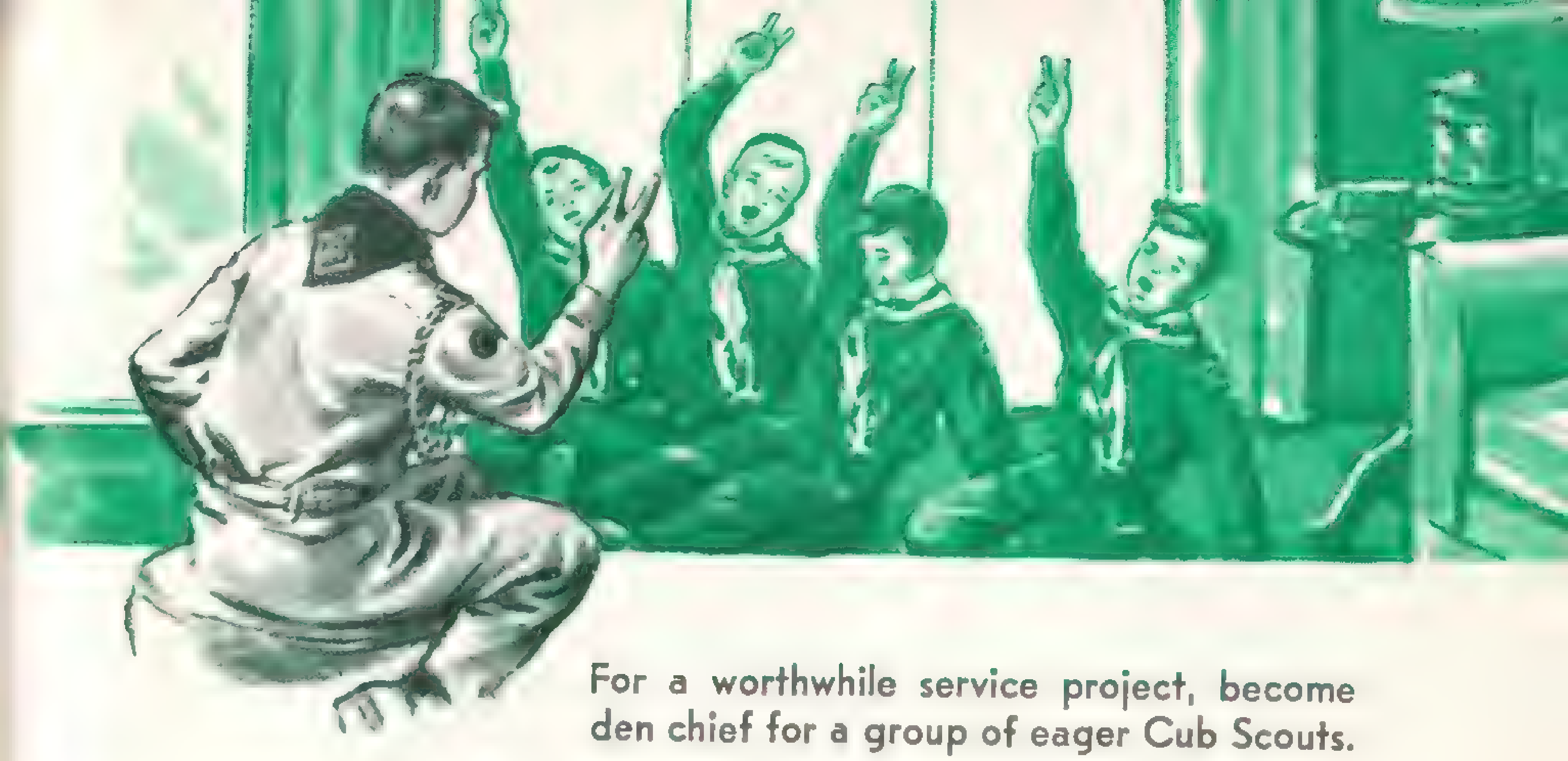
It is by taking "the bitter with the better" that you prove what kind of stuff you are made of.

Teamwork in the Troop. Three *A*'s count high for showing your teamwork in the troop: your *A*ttendance, your *A*ppearance, your *A*ttitude.

Your attendance is probably excellent—you are there on the dot for all troop meetings, hikes, and camps. When sickness or



Prove yourself a willing teamworker by volunteering for jobs in the troop.



For a worthwhile service project, become den chief for a group of eager Cub Scouts.

another serious reason prevents you from coming, you inform your patrol leader in advance so that he can announce "All present or accounted for" and can keep the patrol's attendance at the high level that it should be.

Your appearance—well, how about it? Do you always show up for Scout activities in a uniform that is neat and snappy and complete? Do you wear your badges correctly? You can hardly be expected to be taken for a First Class Scout unless you look like one.

Your attitude shows in everything you do during your attendance in troop events—in the way you come to attention the moment a signal is given, the way you get set for a game or a contest, the way you take part in the program.

Your Scoutmaster gives his time and his effort and his best thoughts toward making the troop as good as possible. He should be able at all times to count on each of "his boys" to be his right-hand helpers—not just taking an eager part in all scheduled activities, but also doing the many chores that are necessary in running a good troop: getting out equipment, putting away equipment, straightening up the meeting room, clearing a camp site, helping "run the show."

By being ready for anything that happens in the troop you will come close to the high standard that your Scoutmaster has a right to expect of a prospective First Class Scout.

But also, by giving Scouting the very best that is in you you'll get the most out of Scouting for yourself.

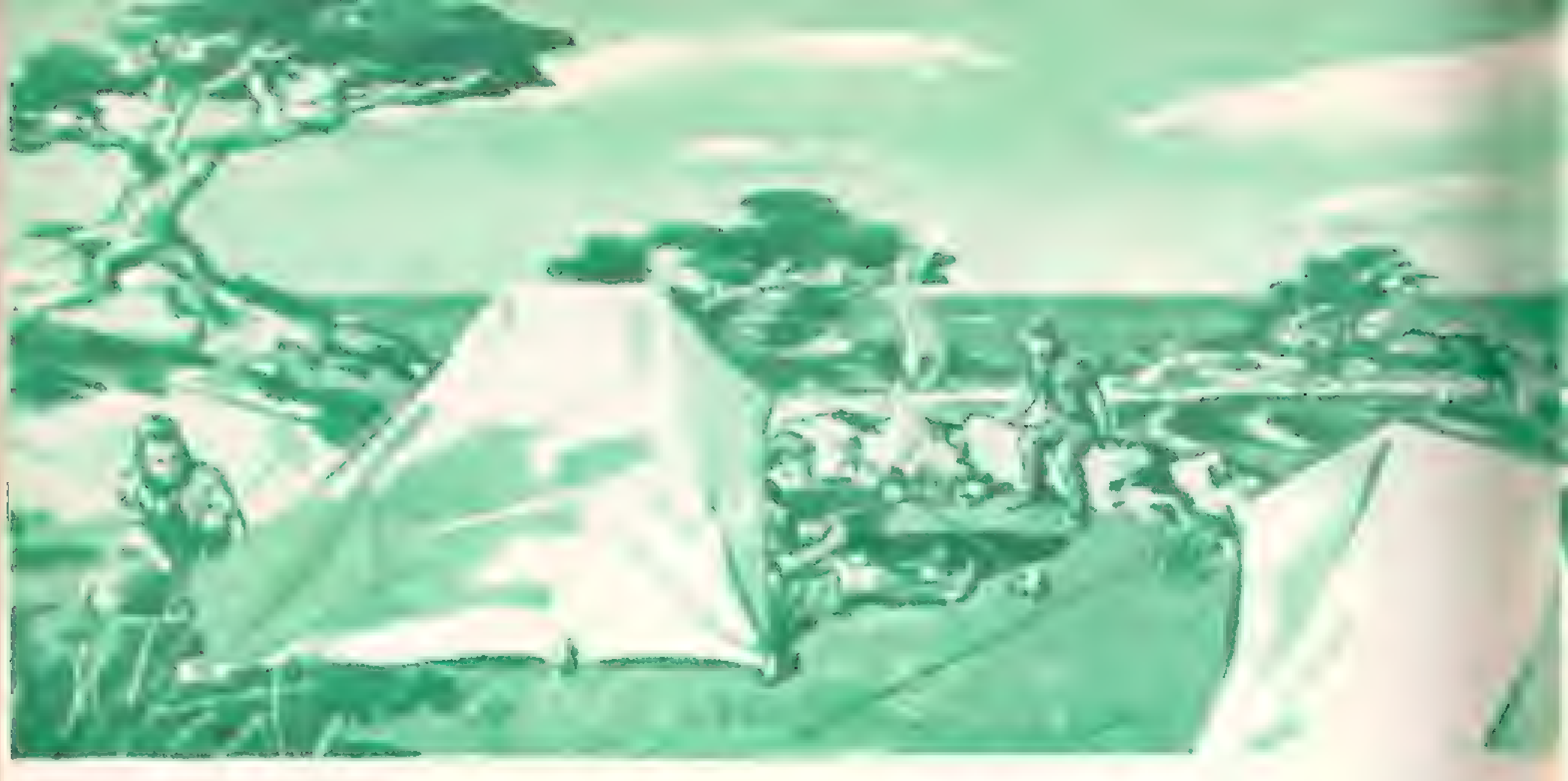
Take part regularly and willingly in service projects.

Taking Part in Service Projects. Active patrols and troops always seem to have half a dozen service projects going on—ranging all the way from paying visits to the local children's hospital to improving the town's watershed by planting trees.

In addition to taking part in such projects there's another kind of service you can do on your own: the service of leadership. By taking advantage of the chance you have in Scouting to become a leader, you will help others and, at the same time, develop your leadership ability.

Some of the leadership opportunities in Scouting you can seek—others may seek you. If you have interests along certain lines, you may offer your services to the troop as troop scribe or troop quartermaster or troop librarian or whatever troop positions are open. If there's a Cub Scout pack connected with your troop, you may become a den chief and help a group of eager, young boys have a good Cub Scouting experience.

If you prove yourself the right kind of fellow with real leadership ability, the boys in your patrol may, some day, elect you patrol leader. That is one of the finest tributes that can be paid a boy—to be accepted by a group of boys as their leader. The job of patrol leader carries with it great responsibilities—but also great satisfaction. You will get a real thrill out of working to turn a gang of boys into a real patrol, to help five or six or seven fellows become real Scouts.



SCOUTCRAFT

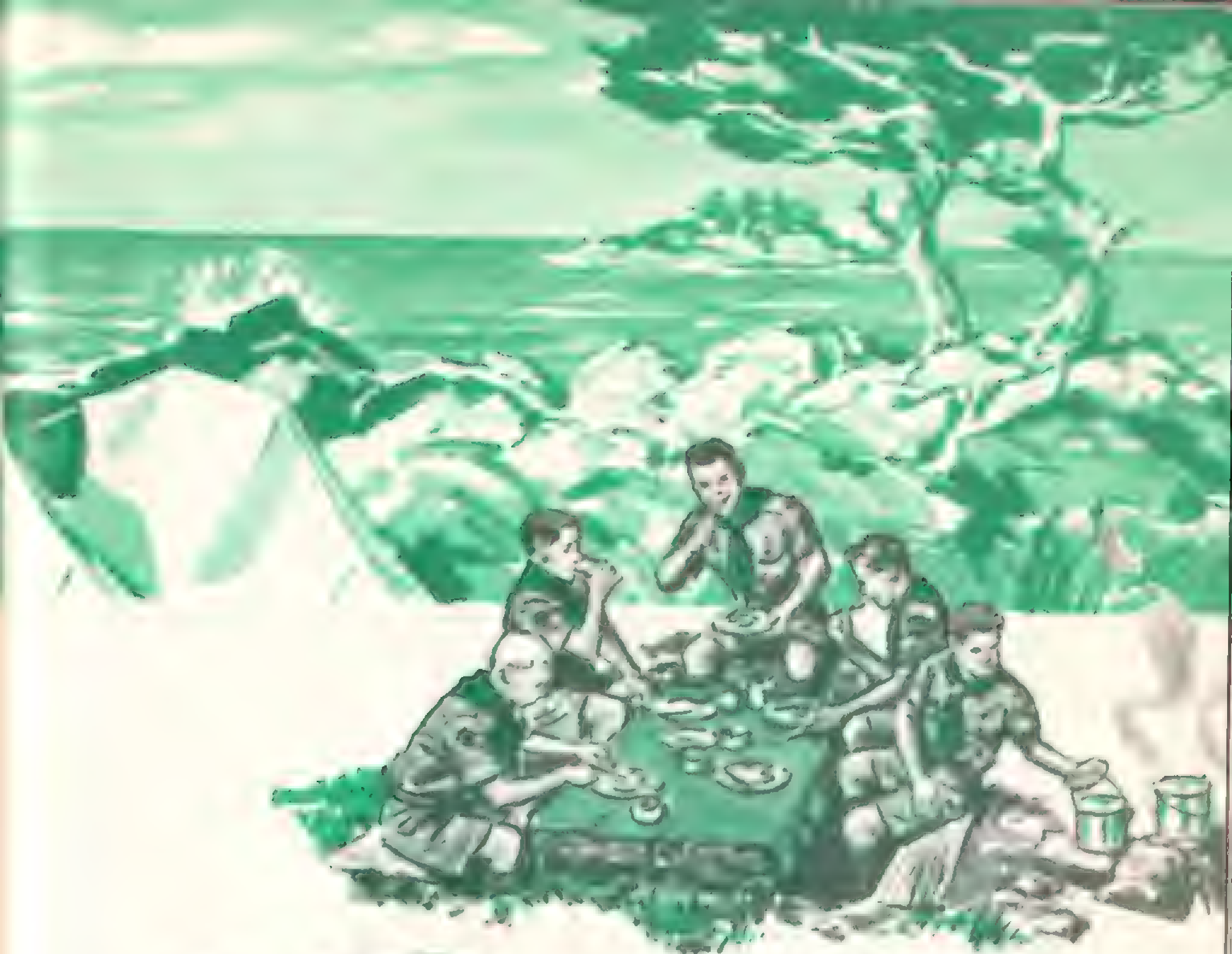
Camp! There's a word that's filled with adventure for every real boy! *Camp* stands for freedom, fun, and adventure!

Camp! Just breathe the word—and immediately you think of a tent under the open sky, of bacon sizzling in the pan, of days full of excitement, of sitting with your best friends at night around a blazing campfire.

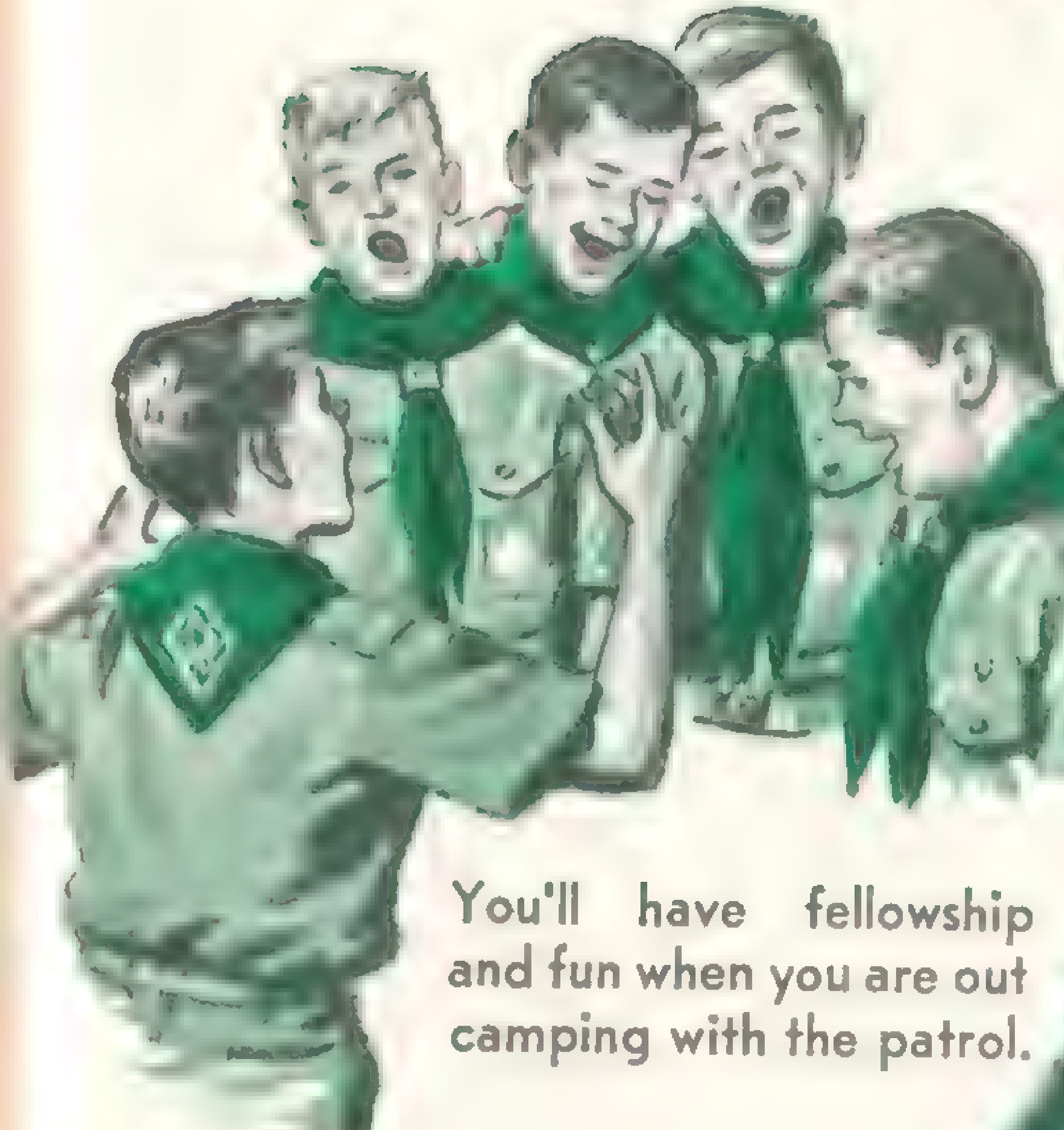
Camp is the high spot of your free and happy Scouting life. You'll learn more about Scouting in a few days in camp than it is possible to learn in months in the patrol den or the troop room.

Out in camp you'll have a glorious time—but you'll do more than that. You'll build up your health and your strength. You'll learn to be resourceful, self-reliant. You'll deepen your love of nature—of our wonderful country with its marvelous natural resources. You'll learn to get along with others, to do your share in the patrol for the common good.

To get the greatest benefit from camping you need to be a good camper. It's the good campers who have the most fun in camp. To them, each camp is a success—whether the sun shines or the rain pours. There's work in making a camp successful—but then, everybody works. And there's real joy in it, too—because when each member does his share of the work it means that everyone has time for his share of the fun, too. You'll come home from



Camping with the patrol—that's the life! In a good patrol you have the chance to become a good camper.



You'll have fellowship and fun when you are out camping with the patrol.

each camp with a stronger patrol spirit and with more Scouting knowledge for yourself.

And for every camping experience you have, you'll want more and still more—there'll be no holding you back. You'll want to become a year-round camper, an all-kinds-of-weather camper.

You won't become that kind of camper by simply going out in the open with a tent and expecting to eat and sleep and have a good time. You'll have to do some careful and intelligent planning and preparation in advance to have a good camping experience. You'll have to learn the rules of the game and the skills of camping.

So make up your mind right now: You want to go camping. You want to know how to make yourself as comfortable as possible with as little as necessary. You want to learn what kind of equipment to take, how to put up camp, how to live under canvas, how to cook in the open—how to be an all-round camper.

You'll have a chance to become that kind of camper as you camp with your patrol and troop and master the Scoutcraft skills that will carry you toward First Class Scout rank.

PREPARING FOR SCOUT CAMPING

The first few times you go camping you'll probably drag along far too much equipment. But as you become a good camper you'll settle down to knowing exactly what you need and take only that.

Personal Camp Gear

Present yourself for inspection suitably clothed for the locality, season, and weather and equipped and packed for an overnight camp.

Clothing for Camp. You'll certainly want to wear your Scout uniform in camp for the same reasons that you wear it while hiking (see pages 112 to 115). It is just right for camping and, besides, you'll want to look like a Scout when you're out with your patrol. For camping during the hot summer months you can keep cool in lightweight shirt, shorts, and long stockings. A long-sleeved shirt and trousers are more suitable for cold-weather camping. If your camp lasts for several days, you'll need extra underwear, stockings or socks, and handkerchiefs, and perhaps spare uniform parts. Bring trunks for bathing and pajamas for sleeping.

For certain seasons of the year you'll require a sweater or jacket for cold days or cool evenings and poncho or raincoat and possibly rubbers if you live where you can expect rain.

Personal Camp Equipment. For a good night's rest, you need two or more blankets, or a sleeping bag, and a waterproof ground cloth—such as a plastic sheet—to place under your bedding. If you like, you can bring a straw tick of light cloth that can be turned into a mattress by filling it with dry leaves or grass, or—if you are fancy—a lightweight air mattress.

For eating gear, bring cup, plate, bowl, knife, fork, and spoon.

Your toilet kit should contain soap and towel, toothbrush and paste, comb, metal mirror, and, if you like, a plastic washbasin.

In your uniform pockets, carry a Scout knife, matches in a waterproof container, a small notebook with pencil, a couple of adhesive bandages, a handkerchief, an "emergency dime" for a telephone call, toilet paper, and your wallet. In your pack, place your flashlight and the Bible, Testament, or prayer book of your faith.

In addition to the things mentioned above, most campers have a few pet items they just can't get along without—watch, camera, canteen, compass, songbook, air pillow, musical instrument. You'll certainly want to throw this handbook into your pack.

Packing Your Pack. Get a pack that is not only large enough to hold your own equipment and the share you have to carry of the patrol equipment, but which is also strong yet light, waterproof, and provided with broad straps for easy carrying. The Yucca pack meets these requirements when blankets are rolled up, horseshoe shape, in the ground cloth and laced to the outside.

In packing, have a definite position for each piece of equipment. Place things together that belong together, in plastic bags—one for extra clothing, one for eating gear, one for toilet gear, one for foodstuffs, and so on. Keep rain clothing at the top of the pack where you can get at it easily. And, most important, place the softest pieces of your equipment in the part of the pack that'll rest against your back.

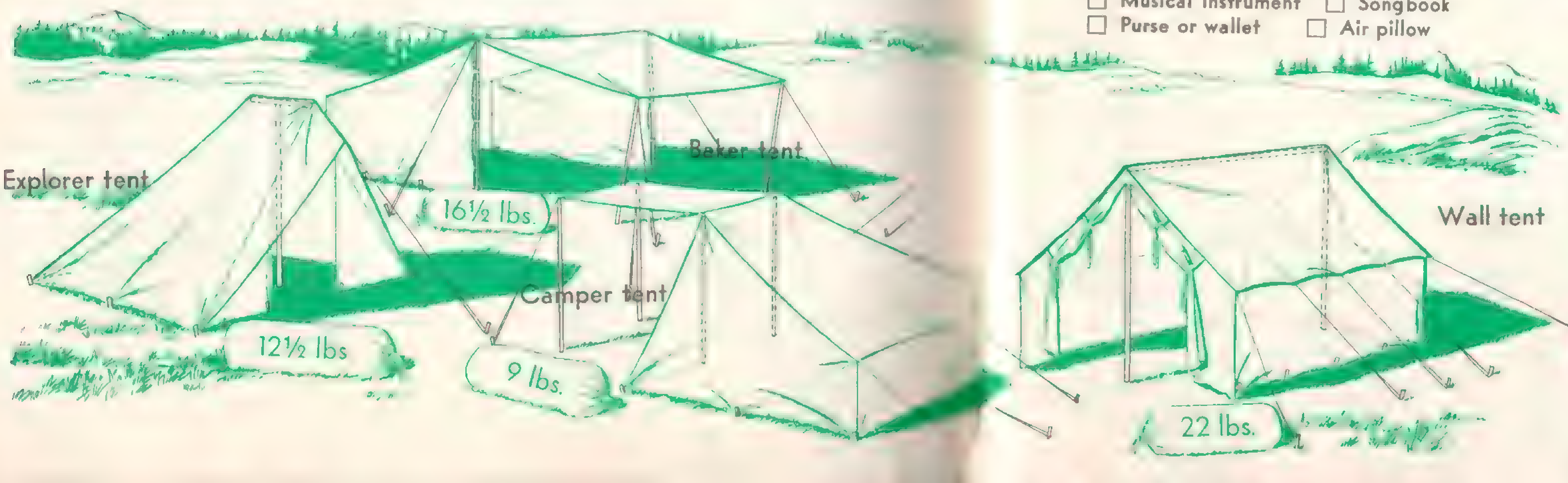
Patrol Camp Equipment

Tents. When you think of camping, in most parts of the country you think of tents.

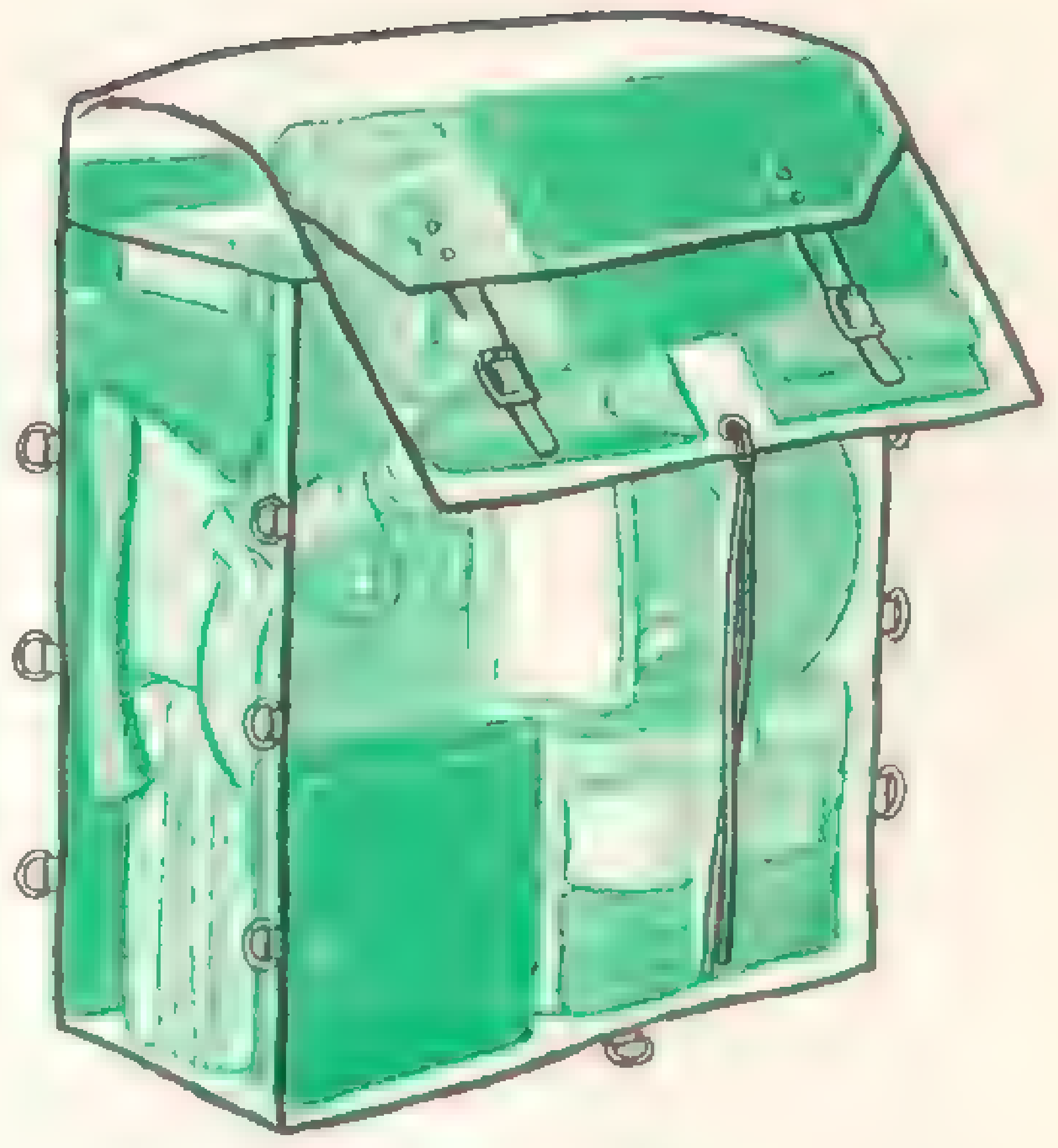
If you are a member of an old patrol in a troop of real campers, your patrol or troop will probably have enough tents to go around for all the fellows. If you are in a new patrol, help the troop and the gang—and yourself—to get the tents you need.

But what kind? Think ahead.

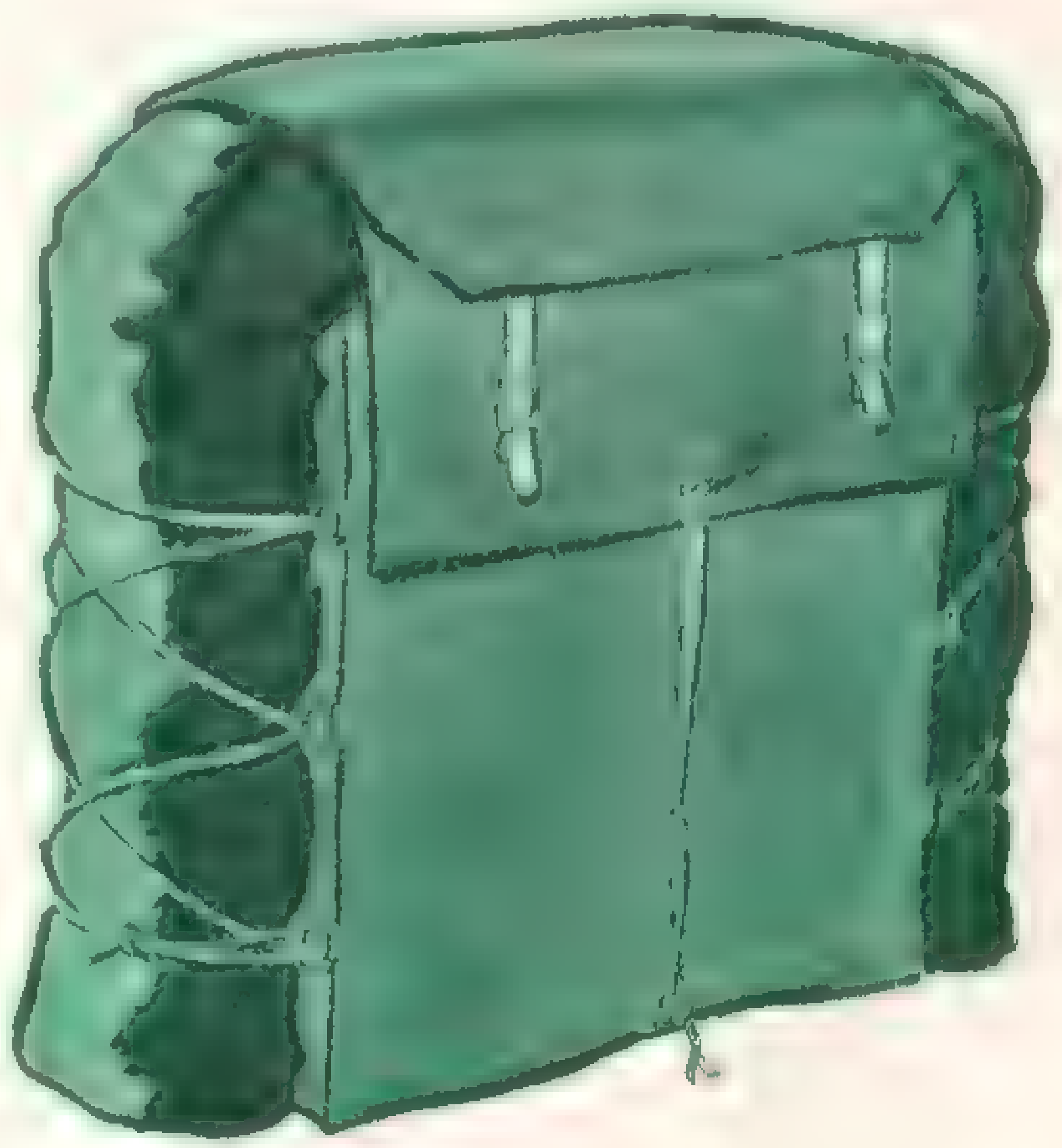
You'll want tents that are suitable for overnight camps the year



PERSONAL CAMP EQUIPMENT



- ☐ 1 Pack
- ☐ 2-3 Blankets or 1 sleeping bag
- ☐ 1 Air mattress or 1 straw tick
- ☐ 1 Waterproof ground sheet, plastic
- ☐ 1 Sweater or 1 jacket
- ☐ 1 Poncho or 1 raincoat
- ☐ 1 Pair rubbers, lightweight
- ☐ 1 Pair moccasins or sneakers
- ☐ Clothesbag(s) containing:
  - ☐ Extra uniform parts
  - ☐ Pajamas ☐ Swim trunks
  - ☐ Extra handkerchiefs
- ☐ Eating kit containing:
  - ☐ Knife ☐ Fork ☐ Spoon
  - ☐ Plate ☐ Cup ☐ Bowl
- ☐ Toilet kit containing:
  - ☐ Soap in container ☐ Washcloth
  - ☐ Toothbrush ☐ Tooth paste
  - ☐ Comb ☐ Metal mirror
  - ☐ Washbasin, plastic or canvas
  - ☐ Hand towels ☐ Bath towel
  - ☐ Laundry materials (detergent)
- ☐ Repair kit containing:
  - ☐ Needles ☐ Thread ☐ Buttons
  - ☐ Safety pins ☐ Shoelaces
- ☐ Individual toilet paper
- ☐ 1 Flashlight
- ☐ 1 Scout knife
- ☐ BOY SCOUT HANDBOOK
- ☐ 1 Bible, Testament, or Prayer Book—according to your faith



Extras You May Want to Take

- ☐ Watch ☐ Camera ☐ Films
- ☐ Notebook ☐ Pencil ☐ Pen
- ☐ Drinking cup ☐ Canteen
- ☐ Musical instrument ☐ Songbook
- ☐ Purse or wallet ☐ Air pillow

round and for a long summer camp—that means lightweight to mediumweight tents. You'll want tents that are roomy, with a ground surface of approximately 30 square feet per camper and with a height that won't cramp you—so your best type is a two-boy tent around 7½ feet by 8 feet, about 6 feet high. The official Boy Scout tents meet these specifications.

The Explorer tent is one of the most popular of all Scout tents. It has a short ridge and can be pitched with one inside T pole or with a pair of outside shear poles. The Camper tent also has a short ridge. It opens with a front "porch" and is pitched with two poles. In your council's summer camp, you may be sleeping in a wall tent that looks somewhat like a regular house, or in a baker tent with an open front. Study the designs on pages 242-43.

Other Patrol Camp Equipment. In most cases, you'll bring tent poles and tent pegs from home—although occasionally you may camp where you have permission to cut them on the spot. Tents are pitched with the help of strong guy lines.

For putting up camp, one or two hand axes will come in handy. So will a couple of camp shovels or spades.

For cooking meals for the whole patrol, your gang will need four pots and two large frying pans. A nesting set, such as the Trail Chef Kit, simplifies the carrying. You should also have a set of kitchen knives, forks, and spoons, a number of plastic bags and containers for your foodstuffs, and perhaps a folding pail—plastic or canvas—for getting water. For cleanup, you'll use a dish mop, scouring pads, and disposable paper towels.

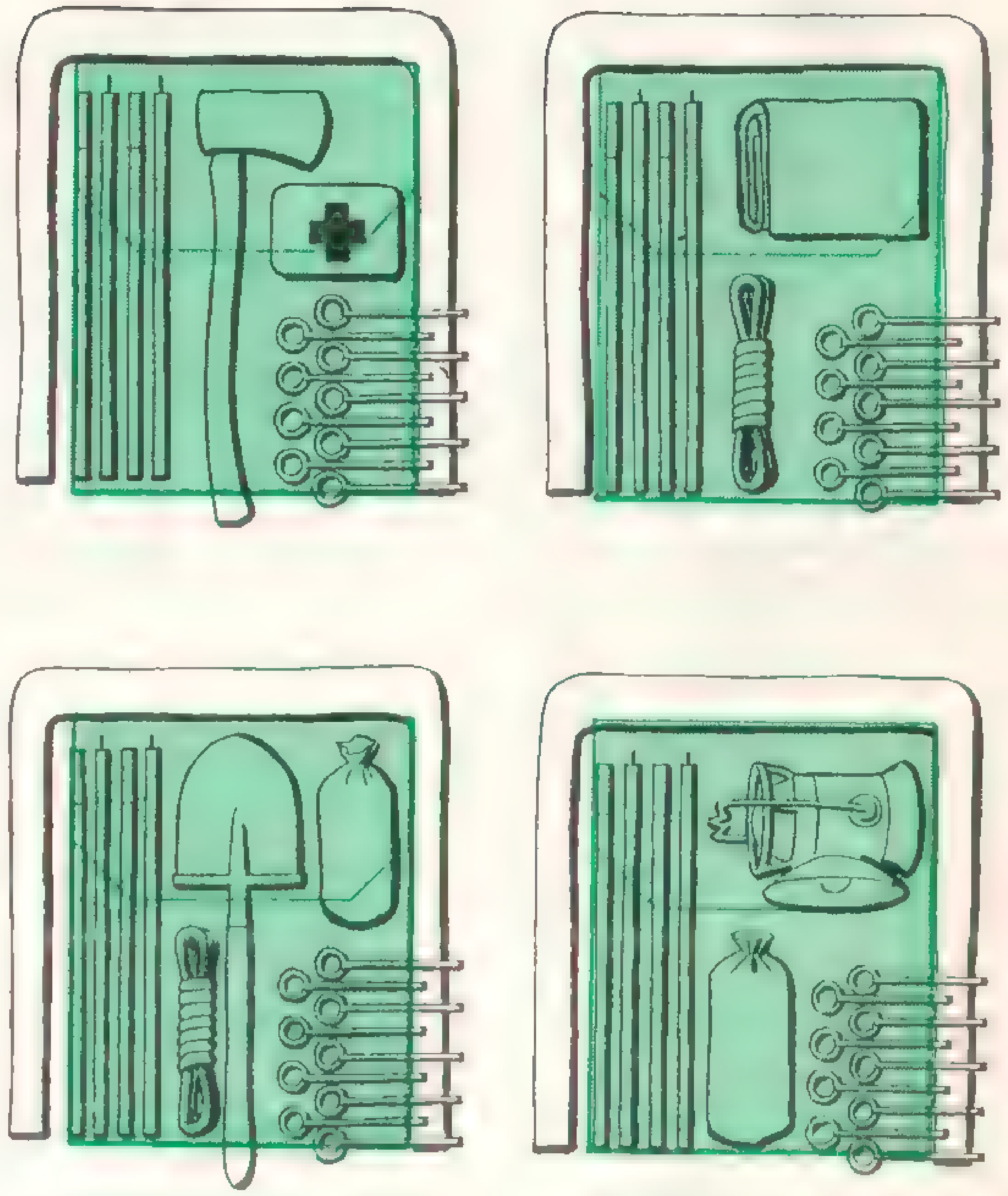
Better bring along a repair bag with thread and needles, squares of tent material to repair possible rips, some wire and twine, a few nails, and a file and a sharpening stone for keeping your axes keen. You may also want a personal appearance kit, with shoe polish, polish brush, and polishing rag.

And then, of course, a first aid kit with the necessary items—no patrol goes camping without one.

PATROL CAMP EQUIPMENT

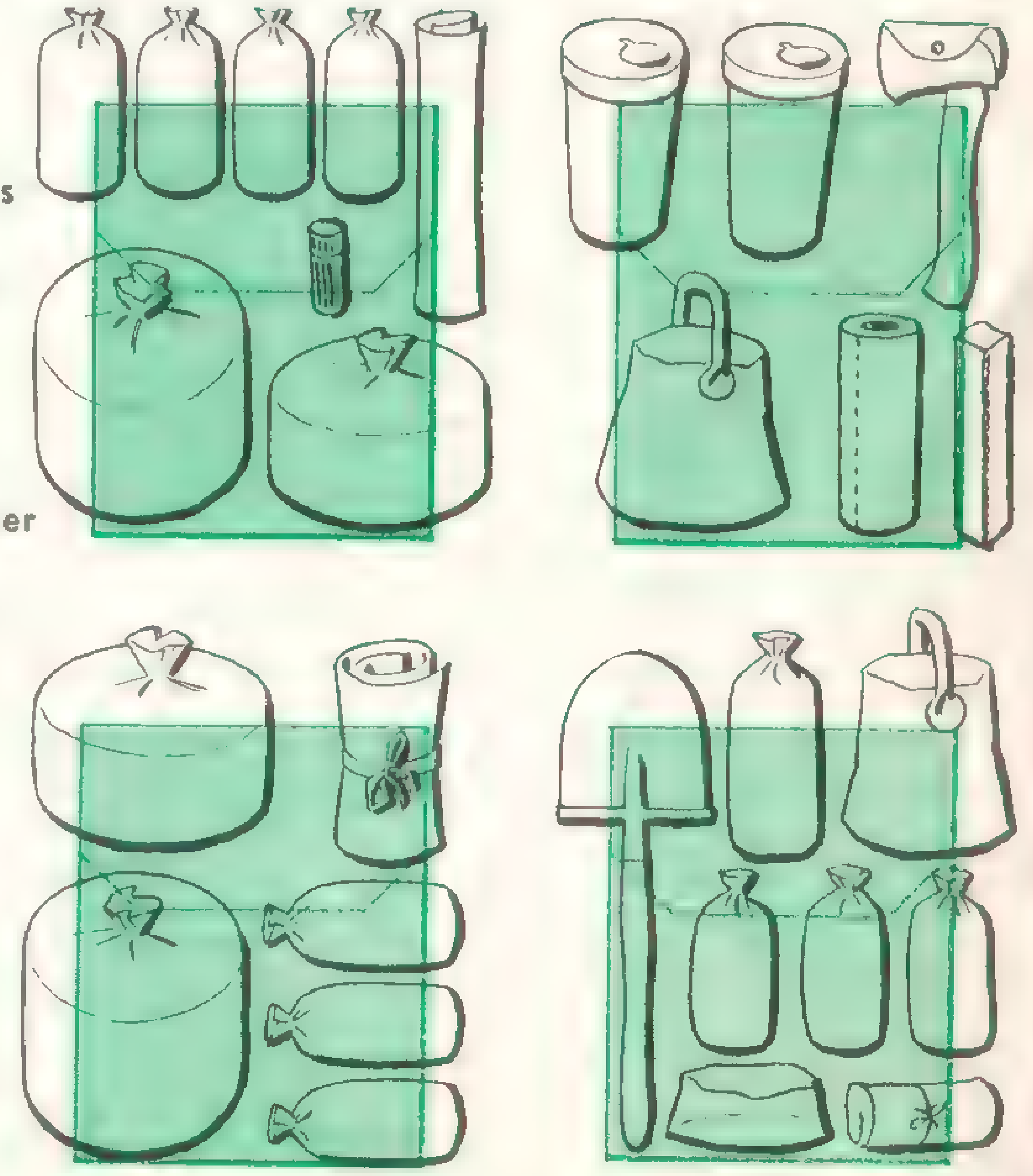
TENTING CREW EQUIPMENT

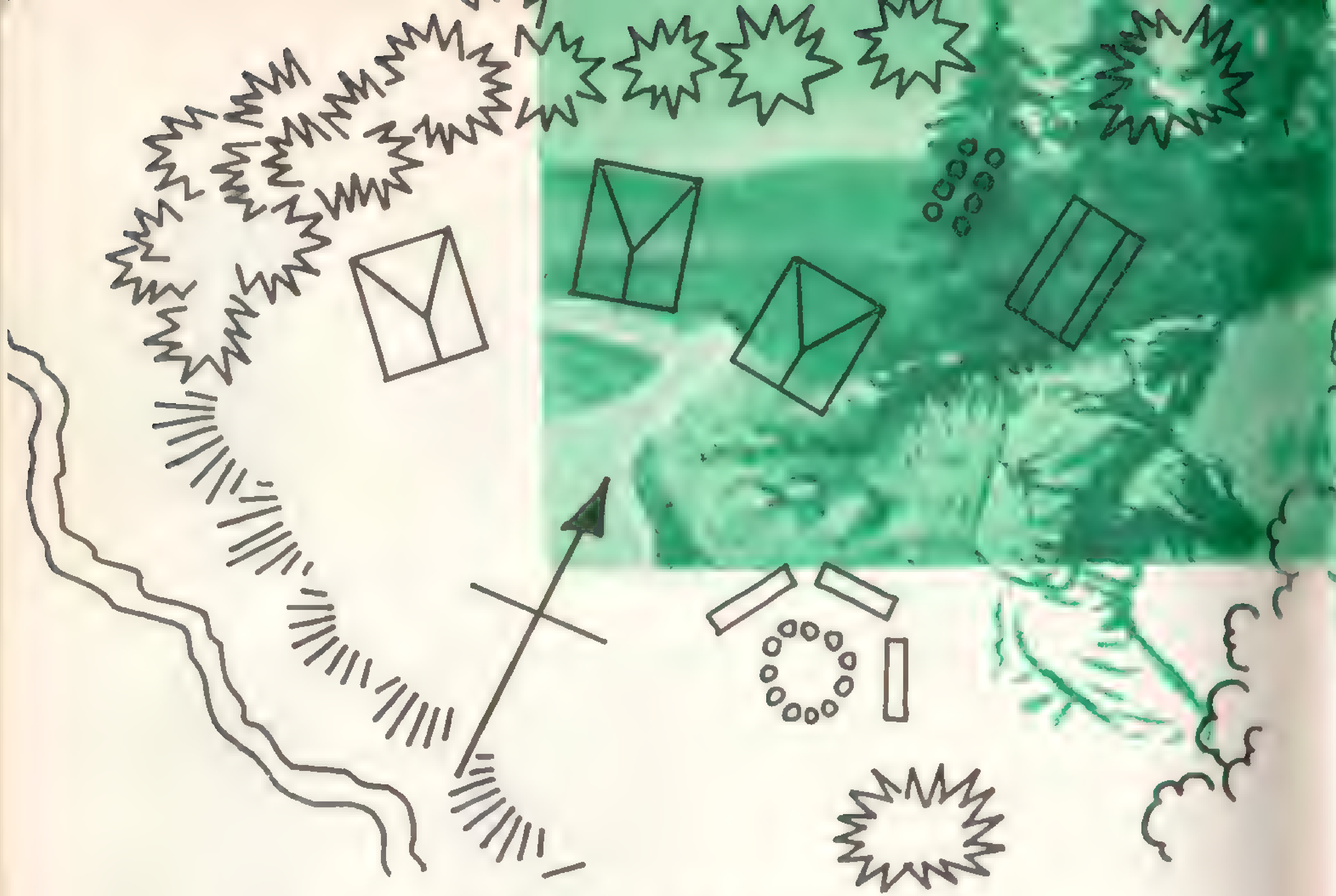
- ☐ 4 Two-boy tents, with poles and pegs
- ☐ 1 Dining fly, 10'x10' minimum size, with poles, pegs, and guy lines
- ☐ 1 Patrol flag on staff
- ☐ 1 Axe
- ☐ 1 Camp shovel
- ☐ 1 Repair kit containing:
  - ☐ 8" Mill file for axe sharpening
  - ☐ Sharpening stone
  - ☐ Twine ☐ Thin wire ☐ Needles
  - ☐ Thread ☐ Safety pins
- ☐ 1 First aid kit
- ☐ 1 Personal appearance kit containing:
  - ☐ Shoe polish ☐ Polish brush
  - ☐ Polish rag ☐ Cleaning fluid
- ☐ Toilet paper
- ☐ 1 Electric lantern



COOKING CREW EQUIPMENT

- ☐ 1 Cook kit (Trail Chef Kit) containing:
  - ☐ 4 Pots ☐ 2 Frying pans
  - ☐ 4 Serving plates ☐ 4 Serving cups
- ☐ 1 Chef's kit containing:
  - ☐ Carving knife ☐ Spoon, large
  - ☐ Fork, large ☐ Ladle
  - ☐ Pancake turner or spatula
  - ☐ Potato peeler, "knee action"
  - ☐ Can opener ☐ Measuring cup
  - ☐ Sugar dispenser ☐ Salt and pepper
  - ☐ Match container, waterproof
  - ☐ Food canisters (plastic) with lids, various capacities—20 to 50 oz.
  - ☐ Plastic bags various sizes
  - ☐ Roll of aluminum foil
  - ☐ Roll paper towels
  - ☐ Plastic sheet
- ☐ 2 Water pails, plastic or canvas
- ☐ Cleanup materials:
  - ☐ Dish mop ☐ Scouring pads
  - ☐ Roll processed cleaning cloth
- ☐ 1 Axe
- ☐ 1 Camp shovel





LAY OUT YOUR CAMP

Where are you going to camp? On the perfect camp site, of course. How will you lay out the camp? In such a way that anyone can see that your patrol really knows its camping!

Your Camp Site

Select a site suitable for a patrol camp and explain your reasons for picking it.

What makes a camp site perfect? Here are the points to look for:

The perfect camp site is a fairly open spot, elevated enough to avoid possible morning fogs that may rise from rivers or lakes in the neighborhood. The land is gently sloping so that rain water drains off easily, yet it is level enough for comfortable sleeping. The soil is grass-covered, sandy, or gravelly to absorb the rain. Avoid—clay, because the grass that covers it will wear off quickly and rain will turn it into mud; loose sand, because this has a way of getting in everywhere, into your food and your clothes; rich vegetation of grass or brush, because this indicates damp ground and mosquitoes aplenty; poison ivy, for obvious reasons.

Your perfect spot will have shelter against the prevailing winds. Choose a site with trees or shrubs to the west and north, so that your tents are exposed to the sun during the early hours of the day. Don't put up camp directly under trees. They'll protect it during a heavy rain, sure—but when the rain is over they'll go on dripping all by themselves for hours after. Another disadvantage about camping under trees is that dead branches may suddenly come crashing down on an unsuspecting camper.

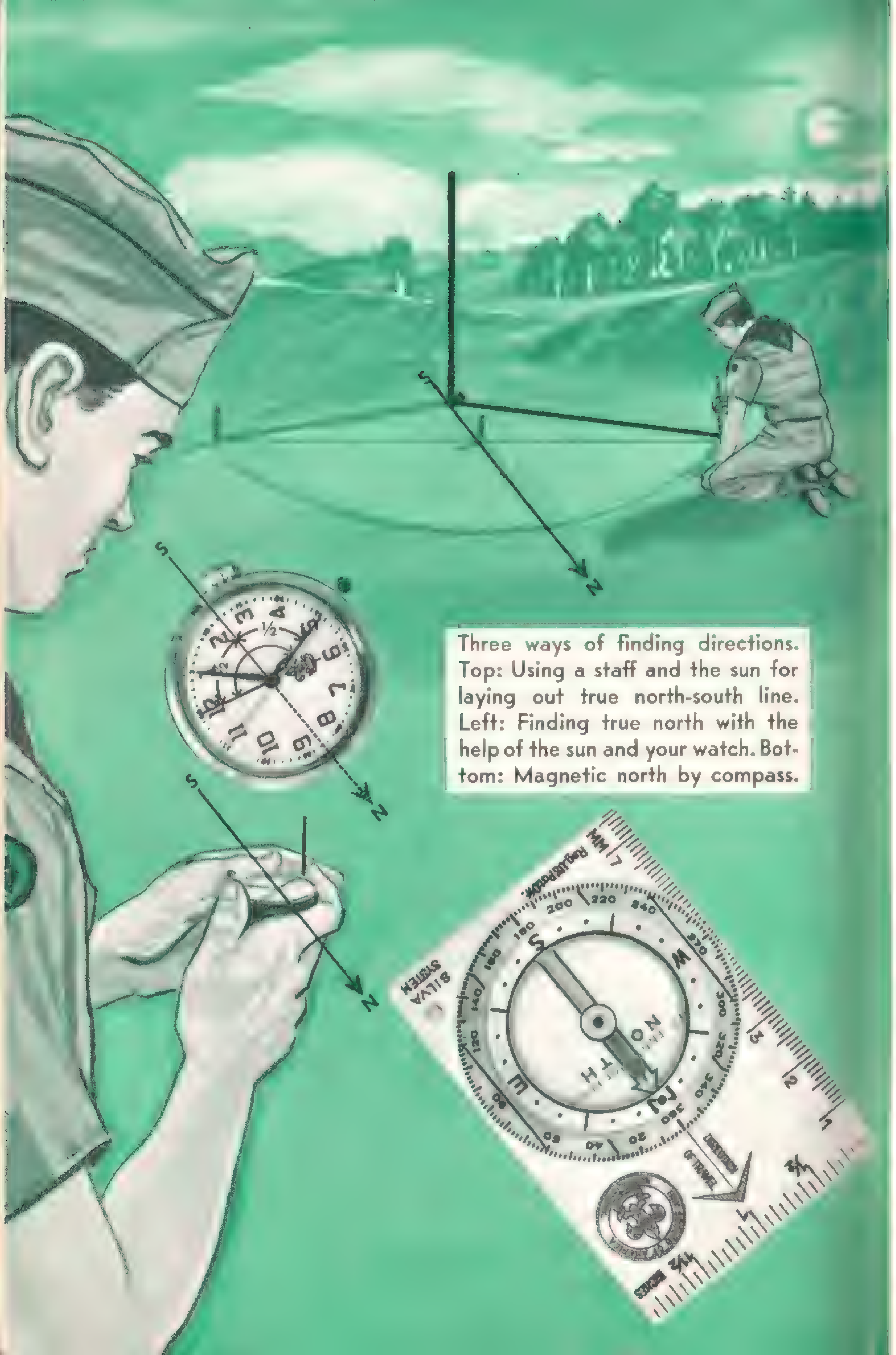
There should be water within a reasonable distance—not just for drinking, but also, if possible, safe water for bathing.

Wood for fuel and for the camp improvements you'll want to make should be available in sufficient quantity.

So much for the camp site itself. Now let's have a look at the surroundings:

Your spot should be beautiful and far enough away from people to ensure privacy. If you have visitors running through camp at all hours of the day you'll have little chance for real camping. On the other hand, your spot should be close enough to your home town to be reached without spending too much time and money on traveling.

The perfect camp site is hard to find. Granted! There are sections of our country where the best spot available will have only a few of the good points mentioned. But keep your eyes open—you may come upon your dream spot on a patrol hike. Or your troop or your local council may have found the best possible camp site in your vicinity. When you have located the site, get permission to camp there and be sure to follow any restrictions the owner may insist on for its use.



Three ways of finding directions. Top: Using a staff and the sun for laying out true north-south line. Left: Finding true north with the help of the sun and your watch. Bottom: Magnetic north by compass.

Directions

It is easy to suggest that your tent should preferably face a certain direction. But how do you find the direction?

Lay out on the ground a magnetic north-south line using a compass.

Finding Directions with a Compass. It's simple with a compass—as you know from your Second Class Scoutcraft.

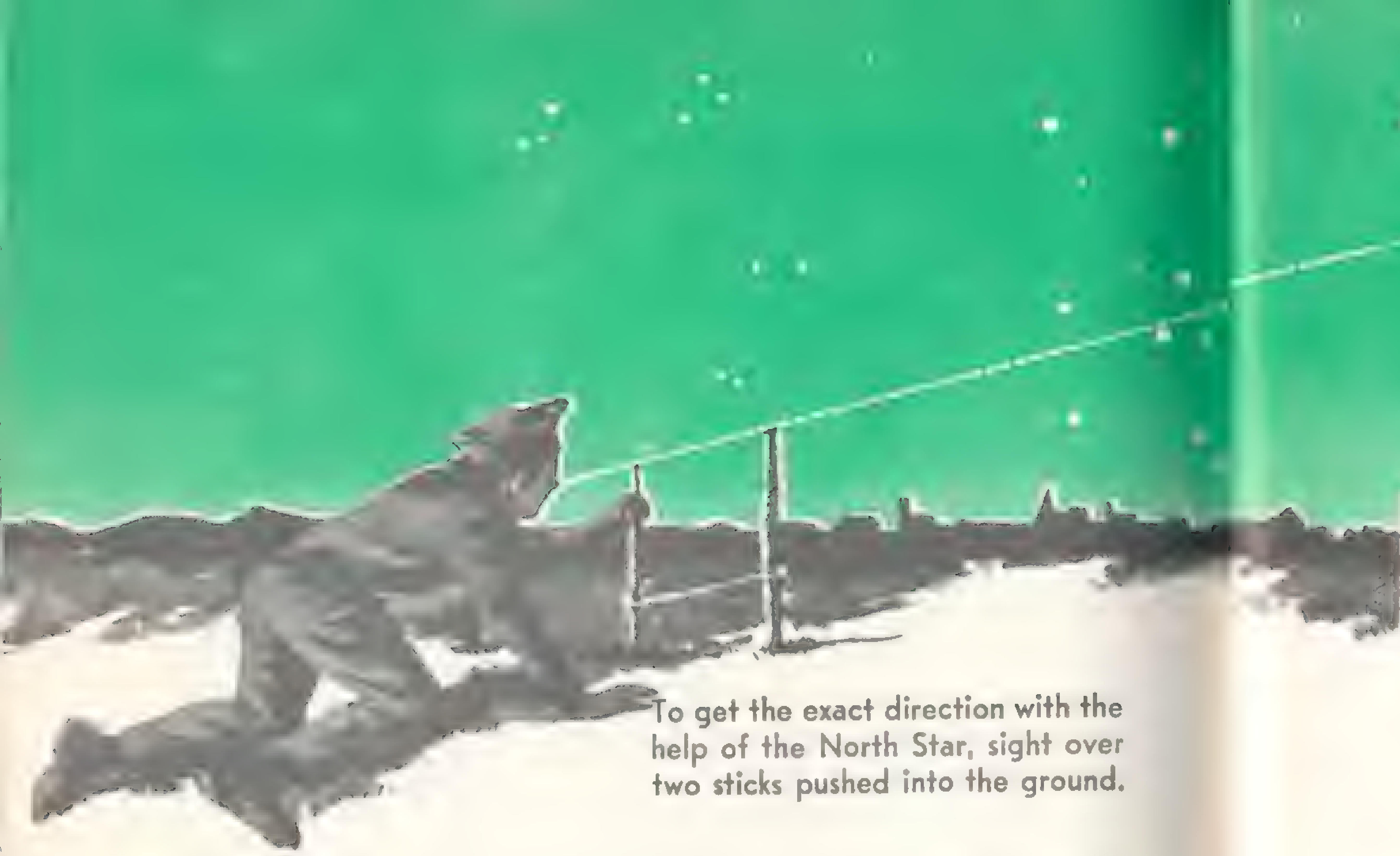
Place the compass on the ground and wait until the needle stops swinging. Magnetic north is now in the direction in which the north end of the compass needle points, south is the opposite direction. To make it easier to see where north and south are, scratch a line on the ground northward from the compass in the direction the needle points, or stretch a piece of string or a shoelace over the needle. With north and south determined, you can quickly figure out the other directions.

Lay out on the ground . . . a true north-south line with the help of the sun by day.

Finding Directions with the Sun. You don't have a compass? Well, then you probably have a watch. Your watch will give you the directions if the sun is shining.

WATCH METHOD—Lay the watch on the ground. Place a match or a short piece of straw upright against the edge of the watch. Turn the watch until the shadow of the match or straw falls exactly along the hour hand—that is, until the hour hand points directly to the sun. Now divide the angle between the hour hand and the figure *12* in half. Between 6 A.M. and 6 P.M. *standard time,* a line from the center of the watch through the halfway mark between the hour hand and the figure *12* will point true south. Scratch a line on the ground or stretch a string southward from the center of the watch and you have your north-south line.

Now why does this method work? You can figure it out this way: At 12 o'clock noon the sun is at south. It takes it 24 hours to come back to this position, but in the meantime, the hour hand of your watch has run around twice. If you had a 24-hour watch, divided into 24 parts, all you'd have to do would be to point the



To get the exact direction with the help of the North Star, sight over two sticks pushed into the ground.

hour hand at the sun, and the figure 12 would indicate south. But since there is only half that many parts on your watch, you use the halfway point between the hour hand and 12.

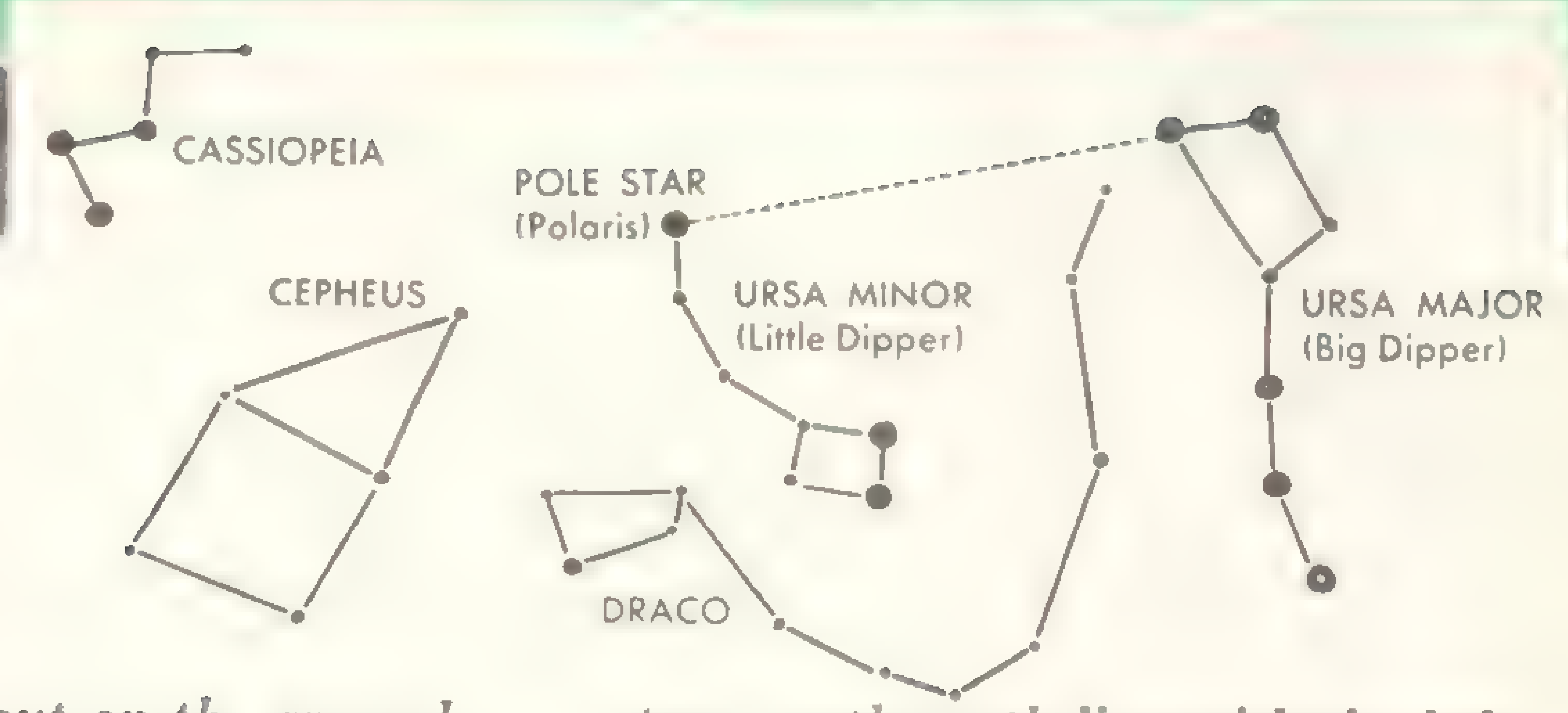
Did you notice the reference to *standard time?* If your watch is on *daylight saving time* use the same method but divide the angle between the hour hand and the figure *1* to find south.

You don't have a watch? Then you use the staff method.

STAFF METHOD—Push a staff upright into the ground. In the morning, draw a circle on the ground with the staff as center and the length of the staff's shadow as radius. To do this, tie one end of a string loosely around the staff with a bowline, and tie the other with a clove hitch around the stick you use for scratching. Push a short stick into the ground at the point where the tip of the staff's shadow touches the circle—then wait.

As the sun climbs in the sky, the staff's shadow gets shorter, then longer again in the afternoon.

When the tip of the staff's afternoon shadow touches the circle, place a small stick at the touching point. Draw a line from this stick to the stick you placed in the morning. The halfway point between the two sticks is true north of the staff. Scratch a line from this halfway point to the staff for a north-south line.



Lay out on the ground . . . a true north-south line with the help of . . . the North Star by night.

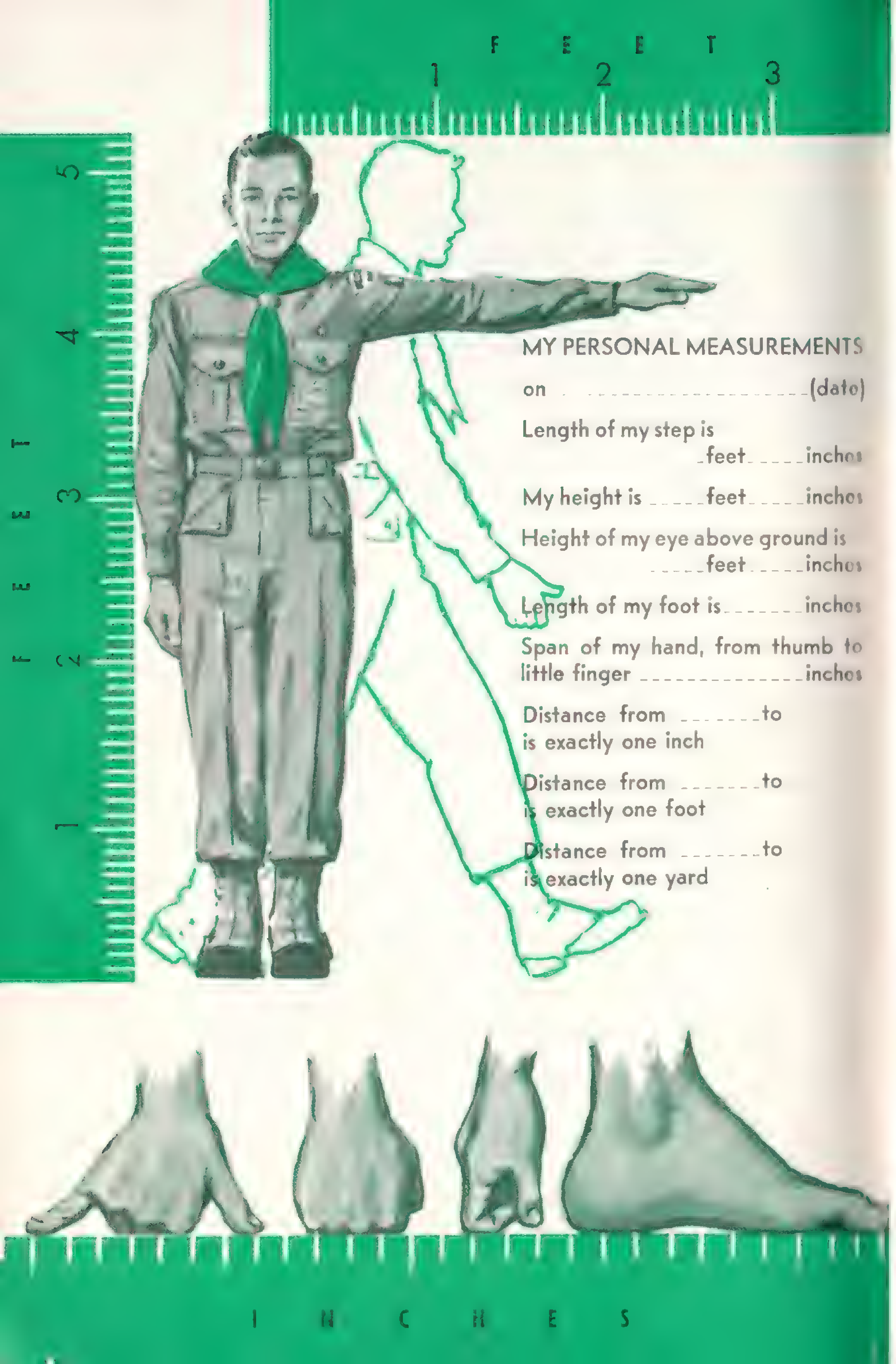
Finding North by the North Star. At night you can find north by the North Star.

First find the Big Dipper. There it is—four stars forming the bowl and three the handle.

Now use the two stars of the bowl farthest from the handle—the "Pointers"—to guide you to the North Star or Polaris at the end of the handle of the Little Dipper. The distance is about five times the distance between the two stars. North lies at the horizon directly under the North Star.

To get the direction right, "bring the North Star down to earth" with two sighting sticks. Place the taller stick upright in the ground. Hold the shorter stick upright with the bottom end of it touching the ground and move it about while you try to sight over the tips of both sticks toward the North Star. When you get the tips of the sticks and the North Star in a straight line, push the shorter stick into the ground.

A scratched line or a string between the two sticks is a true north-south line.



MY PERSONAL MEASUREMENTS

on ....(date)

Length of my step is
.......feet.......inches

My height is ....feet.......inches

Height of my eye above ground is
.......feet.......inches

Length of my foot is.......inches

Span of my hand, from thumb to little finger ....inches

Distance from ....to
is exactly one inch

Distance from ....to
is exactly one foot

Distance from ....to
is exactly one yard

Measuring

When you are ready to lay out the camp—and many other times, too, for that matter, on hikes and while camping—you'll need to know how to measure distances, heights, and widths. You can determine these measurements quite easily by using the ruler you always have with you—yourself.

That's what people used to do, and we still have leftovers of their methods in some of our measurements today.

A foot, originally, was actually the length of a human foot.

Yard comes from an old word meaning "stick." The length was supposedly first established by King Henry I of England who proclaimed: "Take the distance from my nose to the end of the thumb of my outstretched hand. Use that measurement henceforth."

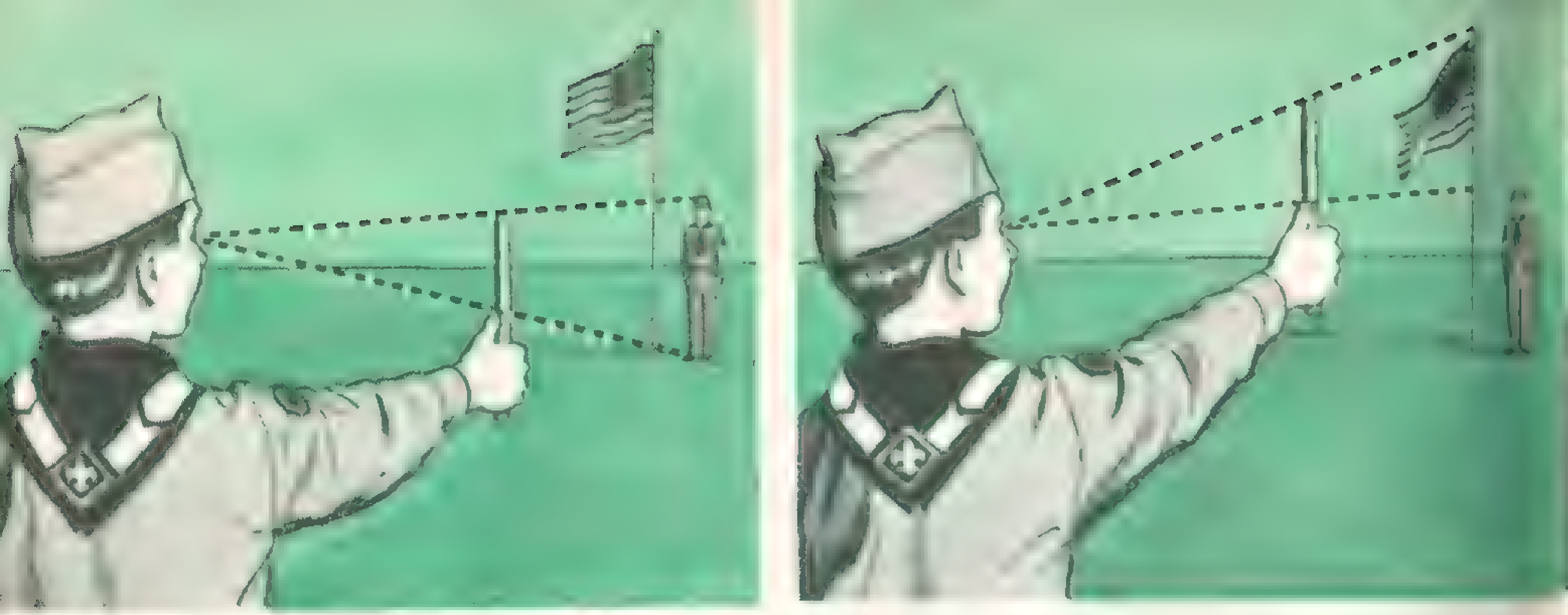
Our mile comes from the Latin *milia passum*—a thousand paces. The Roman soldier's double step or pace at the time of Julius Caesar was a little more than five times the length of his foot. Today, almost two thousand years later, we are still stuck with the awkward figure of 5,280 feet to a mile.

Personal Measurements. The most important personal measurement is the length of your average step which you worked out for Second Class rank. You use this not only for stepping off distances, but also for determining heights you can't reach (such as a tree) and widths you can't walk (such as a river or a canyon).

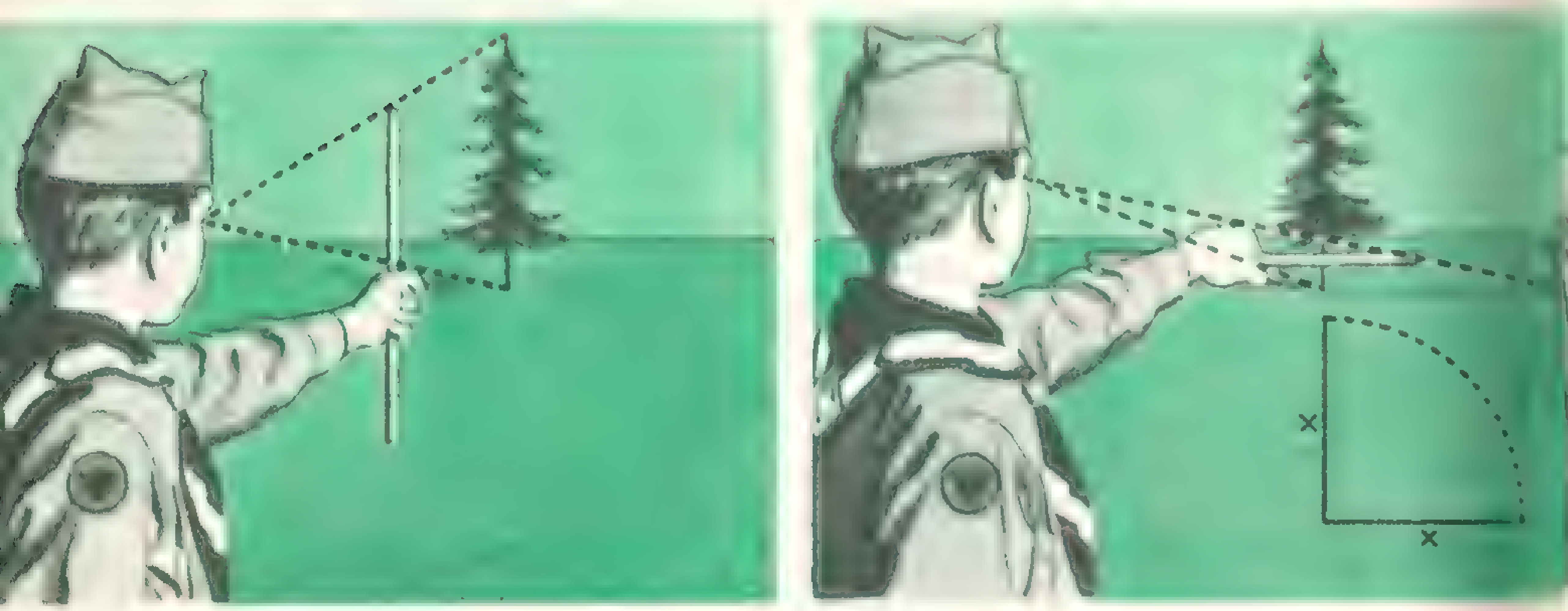
Next in importance, come your height, your eye height, the length of your foot, and the span of your hand. Learn one of these measurements at a time and make use of them. That's the way to remember them. Check up on them every six months—remember that you are growing, and so are your measurements.

Your measuring will be simplified if you can find some of the standard distances on your body. Where'll you find one inch, for instance? Maybe the length of a finger joint, or the width of your thumb. One foot? Perhaps the distance from your elbow to your wrist, or the length of your shoe. One yard? Maybe from your left shoulder to the outstretched fingertips on your right hand.

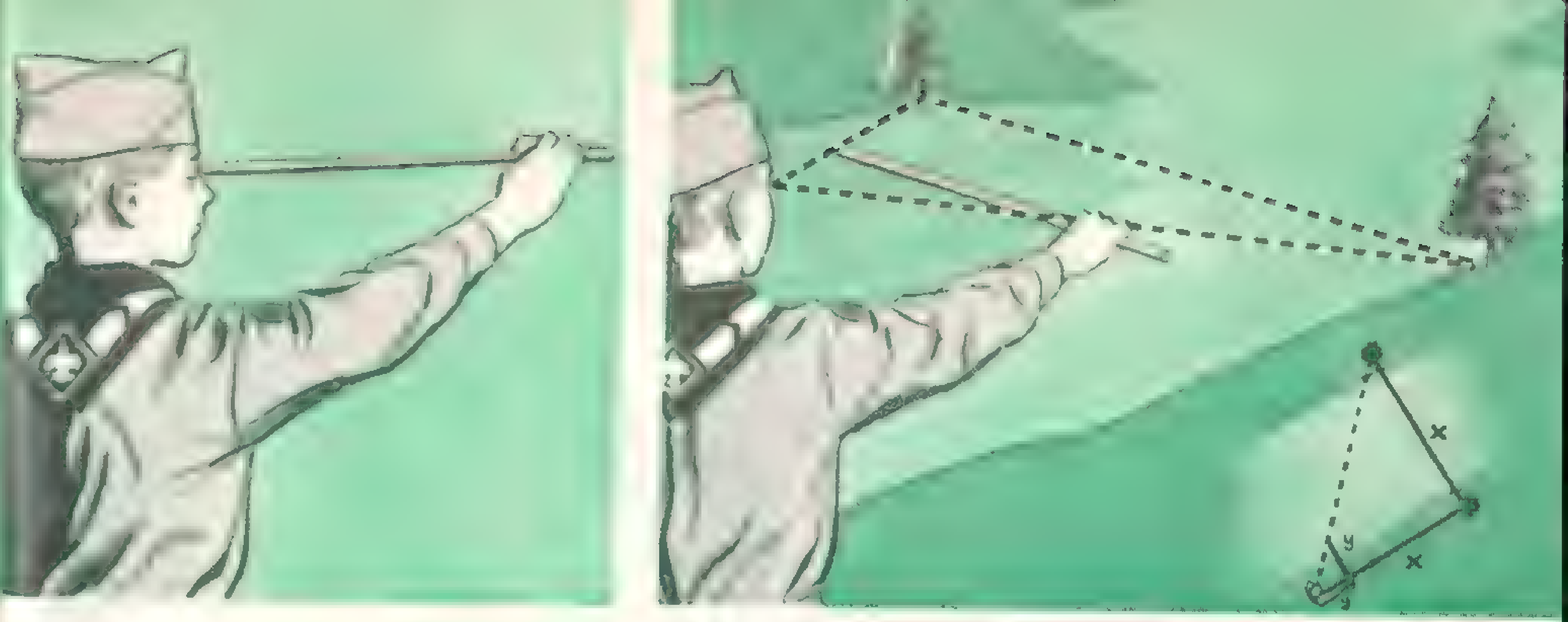
With simple means and using your personal measurements, determine a height you cannot reach (such as a tree) and a width you cannot walk (such as a river or a canyon).



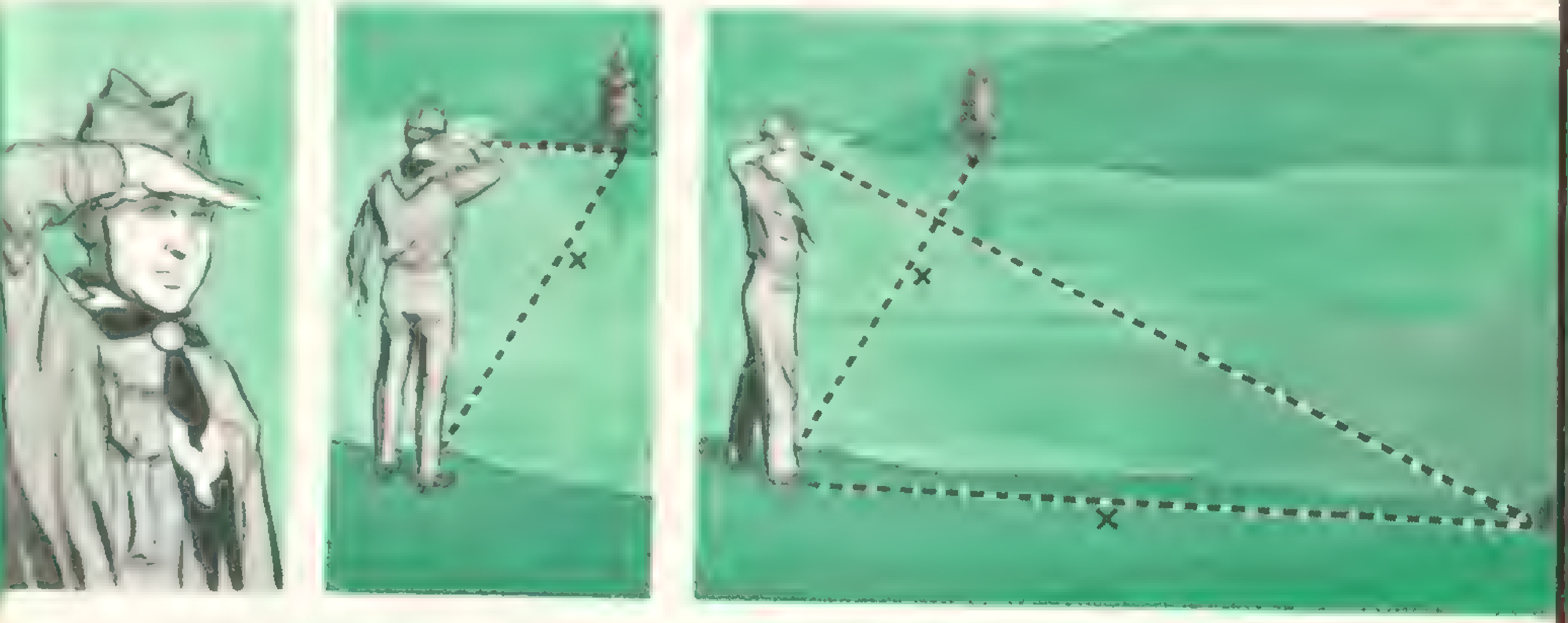
Measuring Heights. Pencil method — Place a pal whose height you know against the tree. Step back. Hold a pencil or short stick upright in your outstretched hand. Mark on the stick with your thumbnail the height of the boy. Now find out how many times this height goes up in the height of the tree. By multiplying the number of times by the height of the boy, you have the height of the tree. This method is also often referred to as the Artist's method. Artists use it for determining the proportions of things they are sketching or painting.



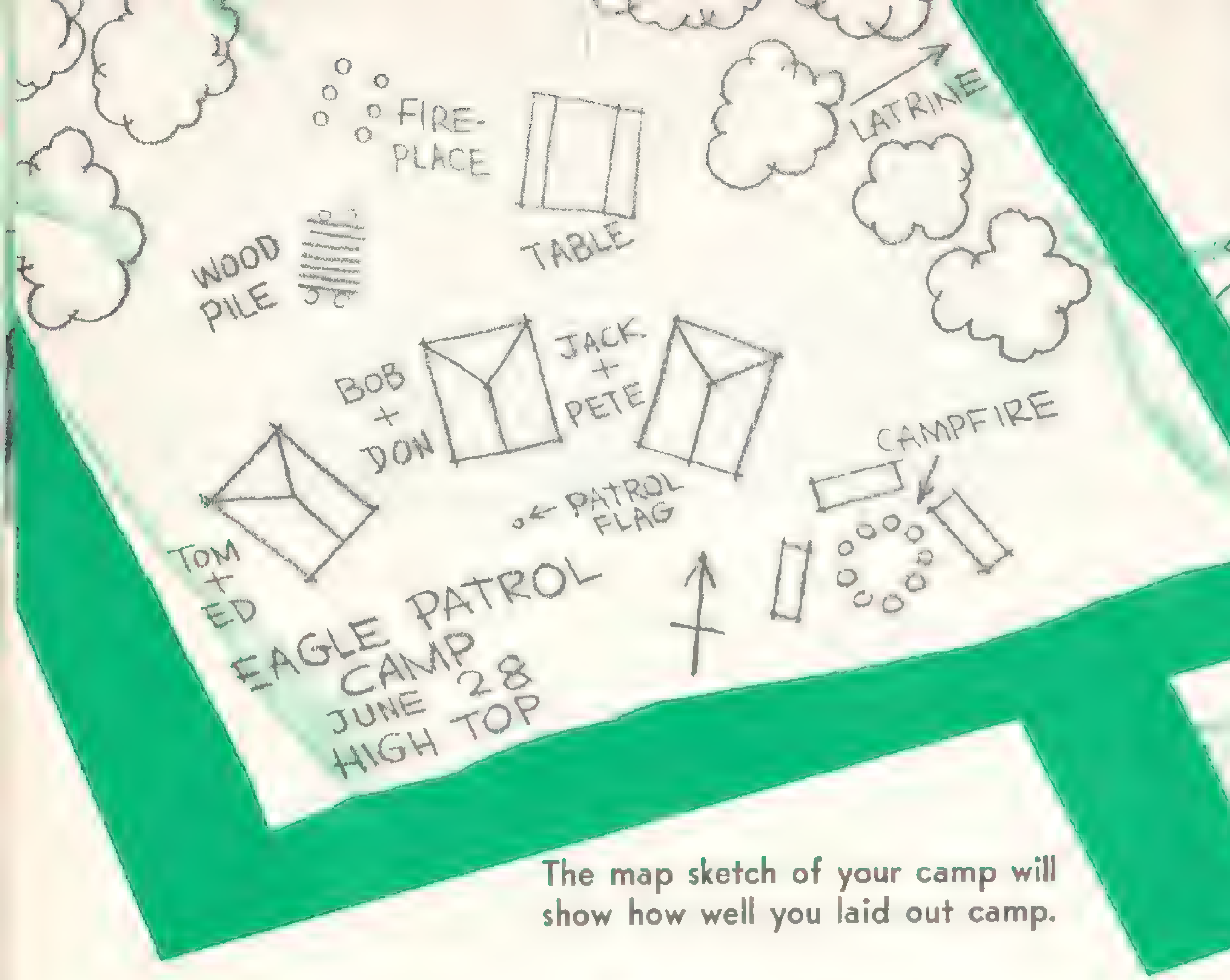
Tree-felling method—Hold a stick upright in your outstretched hand. Step back from the tree until the tip of the stick covers the top of the tree, your thumb its foot. Now twist your hand 90° so that the stick is parallel with the ground. Notice the spot on the ground where the tip of the stick hits. By stepping off the distance from this spot to the tree you get the tree's height.



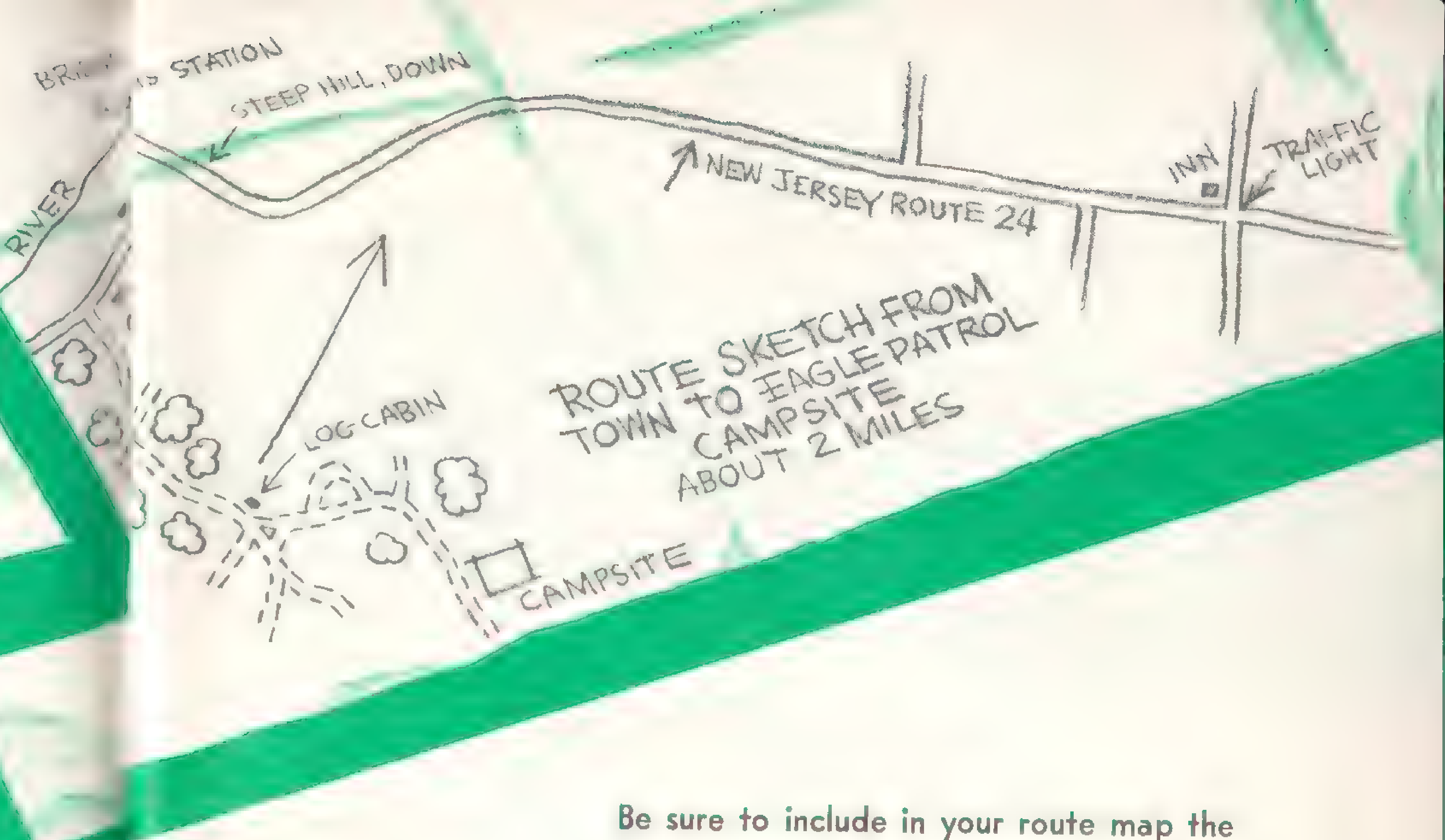
Measuring Widths. Eye-stick method — Measure off on a stick the distance from your outstretched hand to your eyes by touching the bridge of your nose with the tip of the stick while you keep your eyes closed. Now pick two points on the river shore opposite each other. Hold the eye-stick horizontal and step back along your own shore until the eye-stick covers the distance across the river between the two points. Walk off the distance from where you stand to the point on your side of the river from which you are measuring the width. This distance is equal to width of river.



Napoleon method—Stand on one shore. Place a flat hand against your eyebrows, palm down. Slant the hand until its outer edge seems to touch the opposite shore. Turn 90°, transferring the distance across the water to your side of the shore. The distance to the point on your shore which the edge of your hand now seems to touch is the width of the river.


FIRE-PLACE
LATRINE
TABLE
WOOD PILE
BOB + DON
JACK + PETE
CAMPFIRE
PATROL FLAG
TOM + ED
EAGLE PATROL CAMP
JUNE 28
HIGH TOP

The map sketch of your camp will show how well you laid out camp.


STATION
STEEP HILL, DOWN
RIVER
NEW JERSEY ROUTE 24
INN
TRAFFIC LIGHT
LOG CABIN
ROUTE SKETCH FROM TOWN TO EAGLE PATROL CAMPSITE
ABOUT 2 MILES
CAMPSITE

Be sure to include in your route map the main landmarks that indicate where turns are made and the kinds of roads to follow.

Mapping

Before putting up camp, decide on the best way for laying it out to take the greatest possible advantage of the kind of site you have. What's the best spot for the tents? Where'll we build the fire to keep the smoke away from the tents? The latrine should be at least 100 feet from the kitchen, downhill from camp—but where?

Make a map sketch of your camp.

Camp Site Map Sketch. The smart thing is to make a quick map sketch of the site before you put up camp.

Use regular symbols (see page 131) to indicate natural features, such as trees and streams, and man-made features such as trails and fences. Draw in tents and camp furnishings in the shape of squares or rectangles and label them. Show directions and distances to spring and wood supply and latrine by arrows. Include a north-pointing arrow to give the general lay of the land.

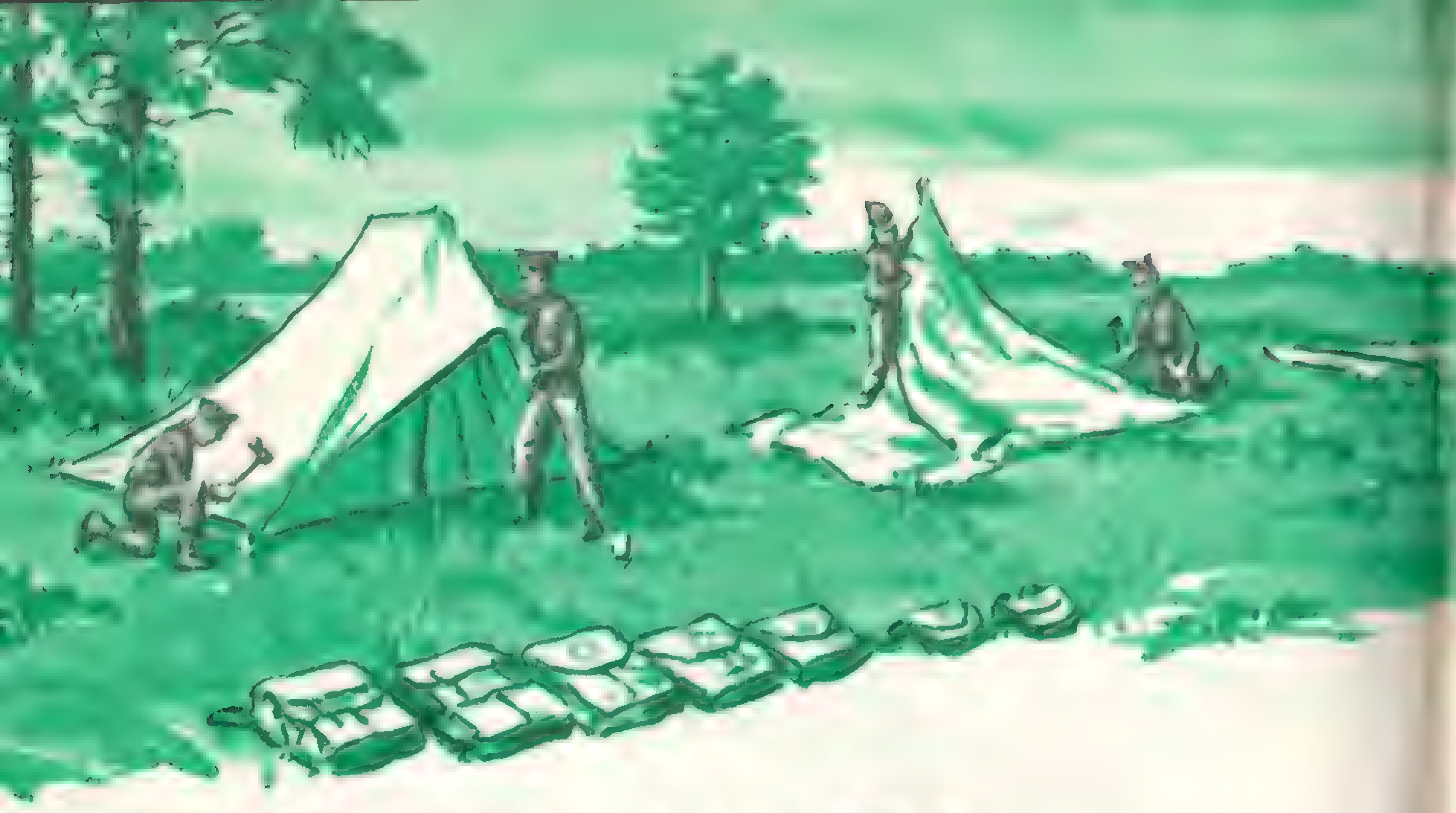
Keep the map sketch simple—yet good enough so that it will deserve to be included later in your patrol logbook as a reminder of another wonderful camping experience with the gang.

Make a map sketch by which someone unfamiliar with your camp location can find his way to it over a distance of two miles.

Route Map Sketch. In addition to map sketches of the layouts of your various camp sites, there are other kinds of map sketches that belong in the patrol logbook—map sketches showing the route to take to reach each of your patrol's favorite camp sites.

On your many patrol hikes you'll come upon spots that may have possibilities as camp sites. You'll certainly want to remember how to find them again yourself and be able to tell others how to get to them. The way to do this in each case is to take notes on outstanding landmarks along the way and of approximate distances and to use these notes for making a simple map sketch of the route.

Such a map sketch would not have to be very accurate to do the job. Its main features would be the landmarks that indicate where turns are to be made and types of roads leading to the destination for a distance of about two miles—whether trail, dirt road, or highway. Put in a north arrow to show general directions and write in approximate distances between the main points.



LIVE IN CAMP

Well, there you are with the whole gang on your favorite camp site. Now for putting up camp!

Not immediately though—not if yours is a smart patrol.

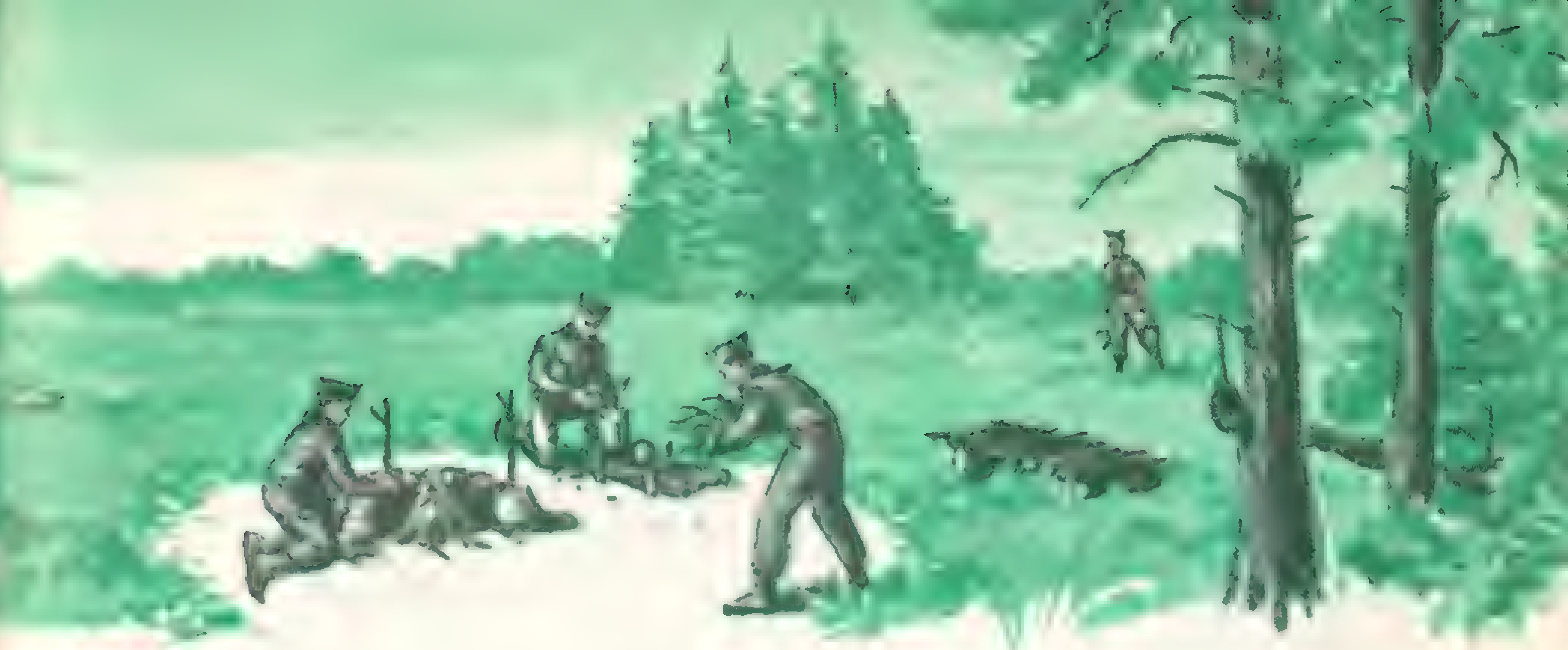
Before you do anything else, all of you put your packs down in a straight row—all turned the same way, close together. The "duffel line" is formed! It looks neat. It ought to—you're a top-notch patrol.

With your patrol leader in the lead, the whole gang strolls over the campsite and talks over how to set up camp most effectively. With everyone knowing exactly what needs to be done and where everything goes, you all go to work.

Camp Making

In a good patrol, the work for putting up camp is divided evenly among the members. Here, half of the gang may be a "tenting crew"—the fellows are responsible for pitching the tents, preparing beds, digging latrine and refuse pit, laying the evening's campfire. The other half is the "cooking crew"—the Scouts in it build the fire and arrange the kitchen, lay out cooking utensils and foodstuffs; get water and wood, cook and serve.

It is a joy to see a well-organized camping patrol at work. The tents seem to jump up out of the ground, the fire crackles under the pots—and before you know a word about it, the "foreman" of the tenting crew reports "All done!" and the head cook yells "Come and get it!"



You won't have that kind of patrol the first few times you go camping—but if all of you make up your minds to become good campers you'll have it one of these days. The way to get there is for everyone in the patrol to learn all the Scoutcraft skills involved in good camping—from axemanship and tent pitching to cooking.

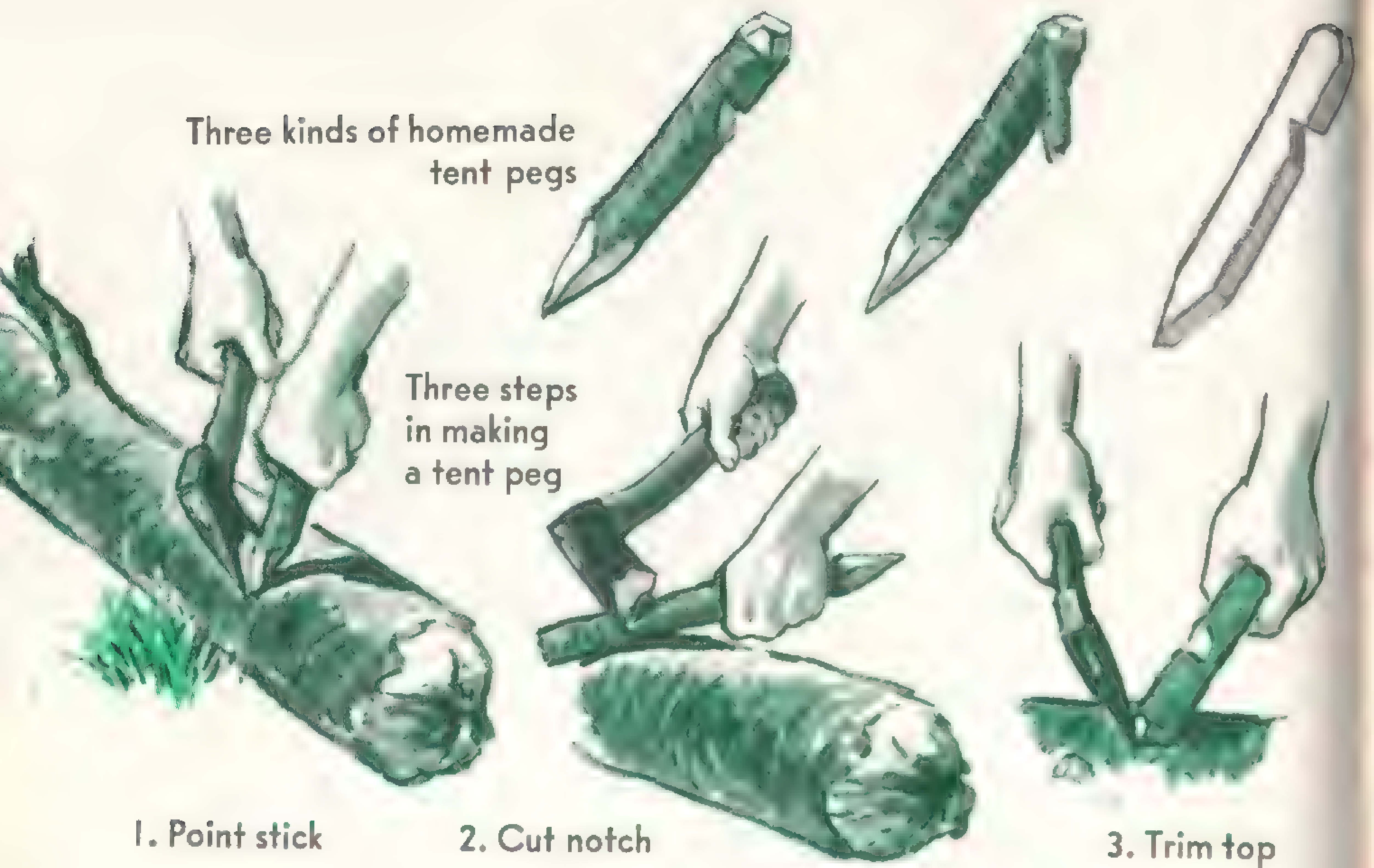
Sharpen an axe and use it for cutting light wood into tent pegs.

Using the Axe in Camp. If you are pitching camp on a spot that has been used for camping again and again you'll have little chance to wield your axe. But if you are lucky enough to have received permission to develop your own patrol camp site, you'll have plenty of use for an axe. That's when you'll really feel yourself akin to the early American pioneers hewing their homes out of the wilderness.

First thing, of course, is to make certain that your axe is sharp. If you sharpened it before leaving home, you're all right. Otherwise, get out your file and sharpening stone and use the skill you learned for Second Class for making the axe edge keen.

To clear brush, bend the stem with one hand, thus straining the grain. Then cut with a slanting blow close to the ground. But remember this: Never let the axe edge end up in the dirt. Keep the axe under control to prevent the edge from getting nicked.

You can probably use some of the branches of the brush for making tent pegs. Select parts of the branches that are about an inch thick. Using a chopping block, cut them into even lengths—about 9 to 12 inches long. Now let's see what kind of axeman you are: Holding one end of the piece against the chopping block,



Three kinds of homemade tent pegs

Three steps in making a tent peg

1. Point stick

2. Cut notch

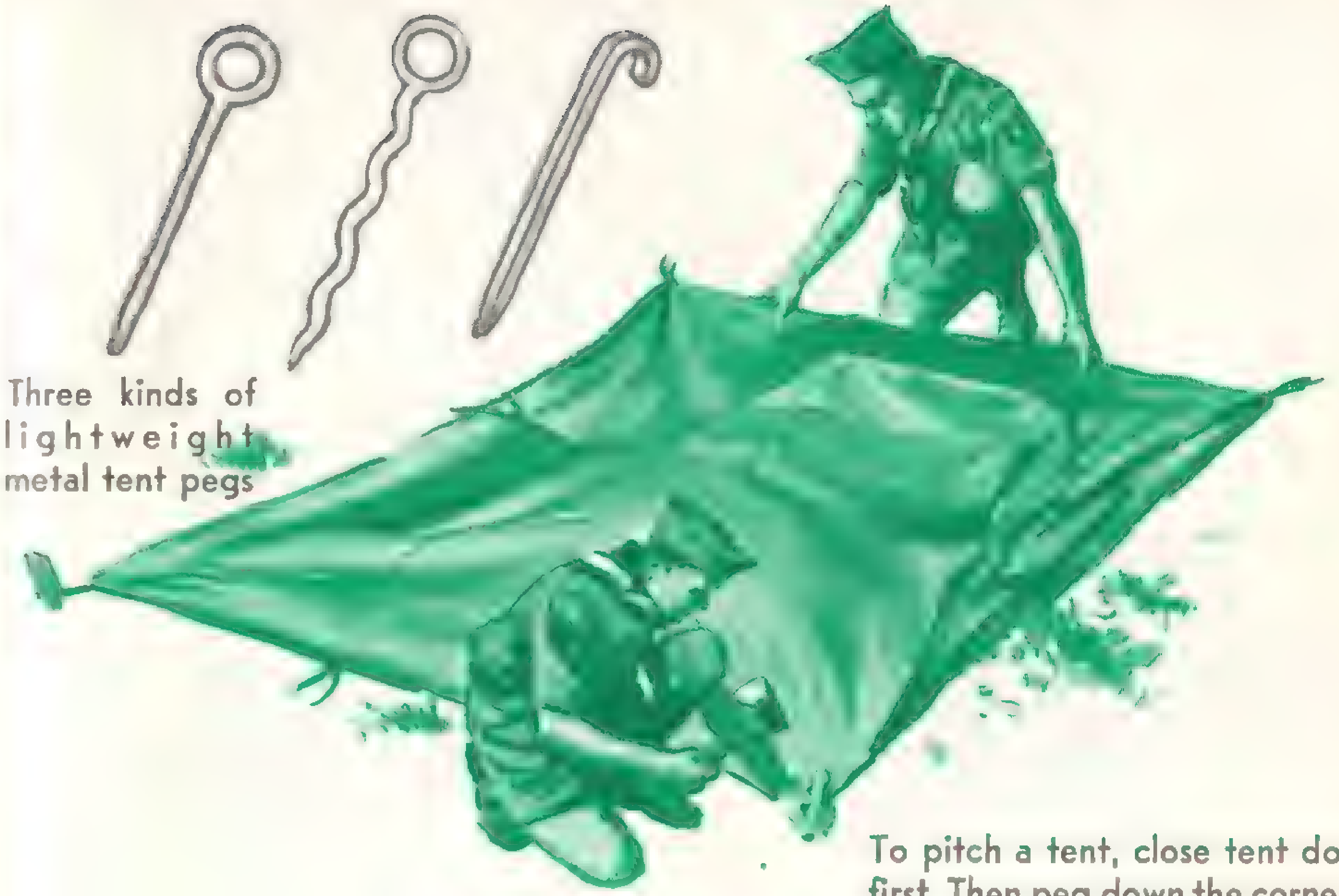
3. Trim top

make four quick strokes with your hand axe, using the contact method, twisting the stick a quarter turn for each stroke. If you are good, the peg now has a perfect point. Lay the opposite end of the peg flat against the chopping block and, again using the contact method, cut a notch for the tent guy line about 2 inches from the butt end. Finally, trim the edge of the top of the peg (see illustration) to keep it from splitting when you drive it in.

If you have brought tent poles from home you're all set for tent pitching. If you haven't, you'll have to cut the poles from among the saplings that grow around your camp site—but by permission.

Before touching your axe to live trees, think of the future. If you select the wrong saplings for cutting, you can decrease the value of the site. If you select the right ones, you can improve the camp site for future campers. The wrong saplings to cut are the straight ones of good timber trees such as hickory, oak, maple, pine, fir, and a number of others. Give them a chance to grow. The right ones to cut are trees that are crooked or diseased and trees of little value crowding out more desirable ones.

Your Scout hand axe is suitable for cutting trees up to 6 inches thick. For larger trees you need a felling axe, such as the official Super Scout axe or the Explorer axe.



Three kinds of lightweight metal tent pegs

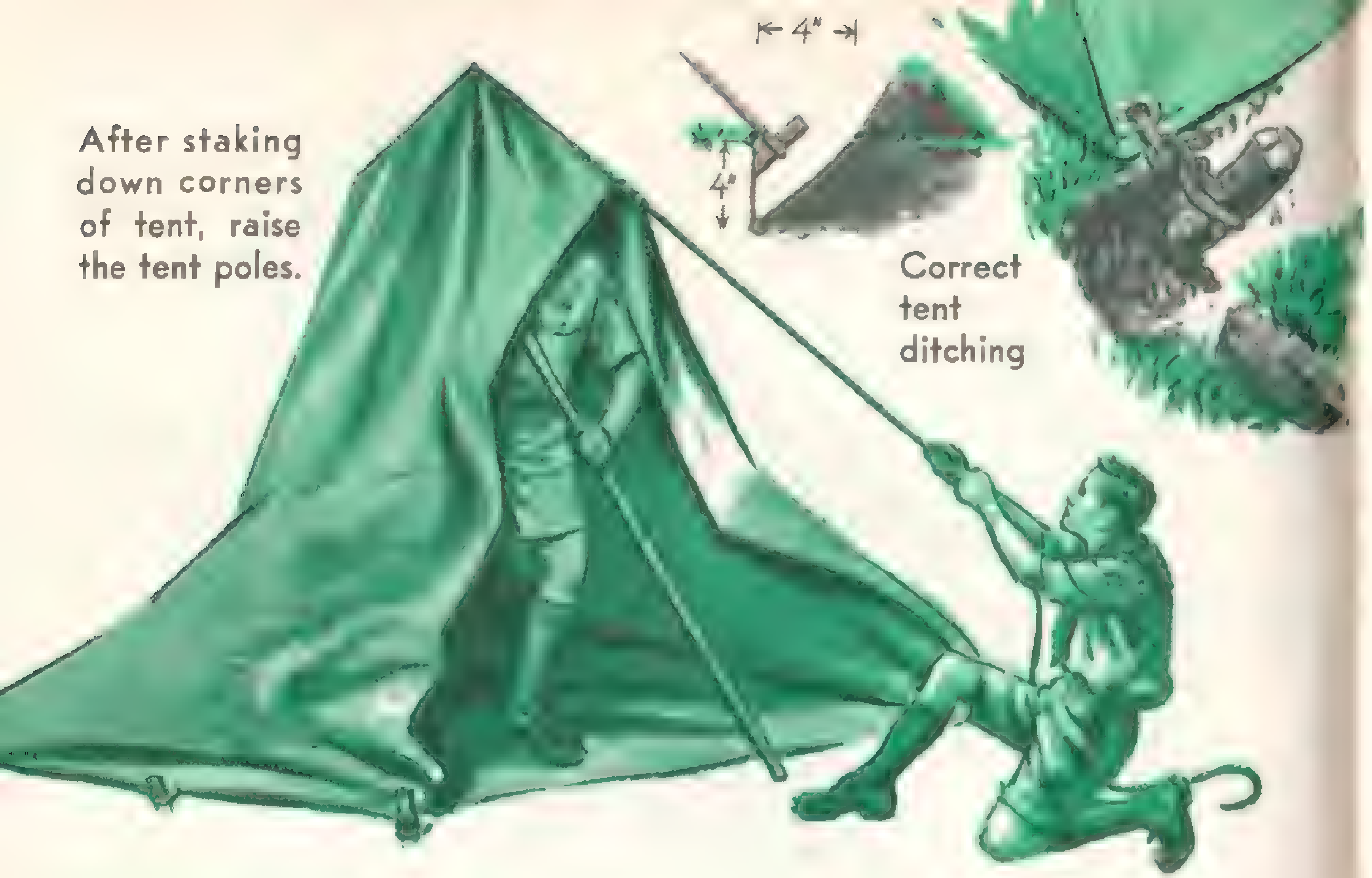
To pitch a tent, close tent door first. Then peg down the corners.

Locate a tent site and pitch a tent, fastening the guy lines with tautline hitches.

The Tents Go Up! Take your tent to the place where you have decided to pitch it. You may have picked an almost level spot, but even better is a slight knoll where you won't have to ditch the tent for rainy weather.

Before pitching your tent, get down on your hands and knees and go over every inch of the ground. Clear away hard bumps of grass. Pick up all stones—even the tiniest pebble will feel like a boulder if you try to sleep on it.

Open your tent and make certain that you have everything you need for pitching it—poles and pegs and guy lines. The poles should be exactly the right height—otherwise the tent won't stand right. Unless you have permission to cut poles on the camp site, you'll have brought the poles from home—sectional aluminum poles for a lightweight tent, wooden poles for a heavyweight. Your tent pegs may be lightweight, of aluminum, or heavyweight, of hardwood, or cut on the spot from sticks 1 to 1½ inches thick, 9 to 12 inches long. For guy lines you may be using light nylon line or fiber-glass cord or light rope.



After staking down corners of tent, raise the tent poles.

Correct tent ditching

Whether you're pitching an Explorer tent, a camper, a wall or a baker, here are a few general rules you'll want to follow:

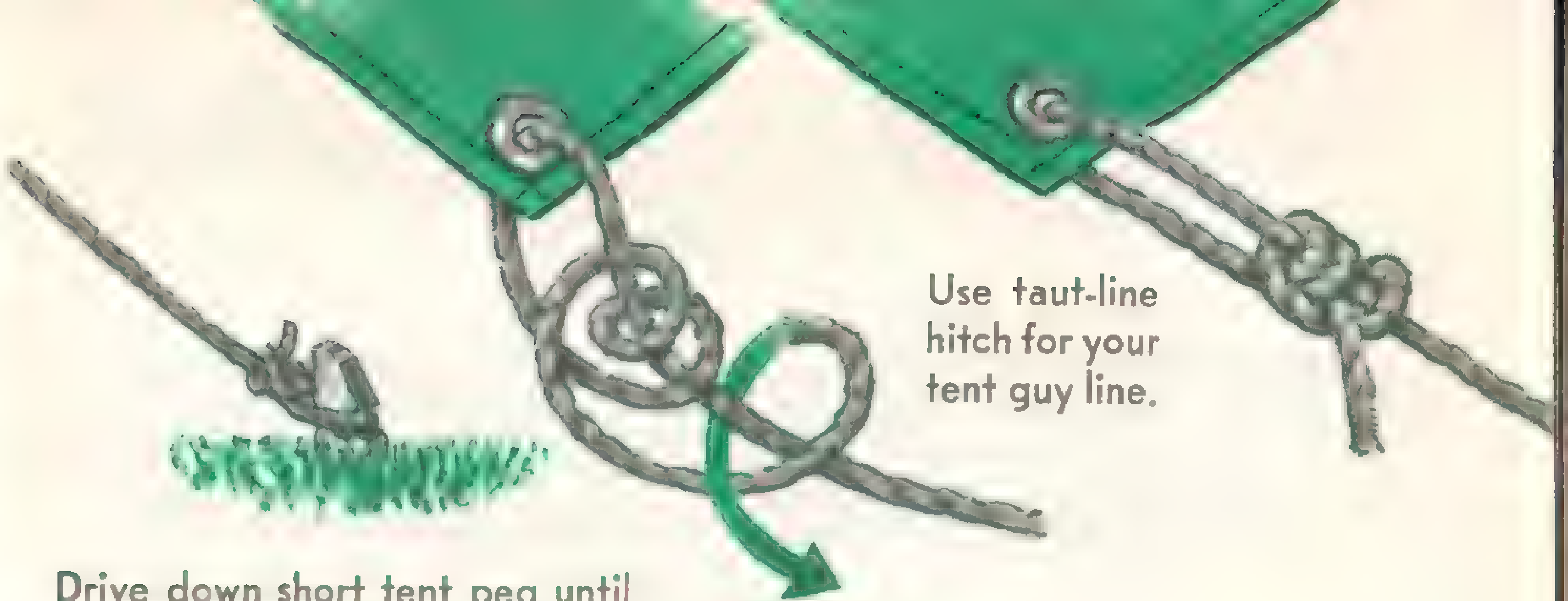
First close the tent door by tying up the tapes. Next peg down the two front corners so that the tent front is lined up the way you want it. Then peg down the two rear corners in such a way that all floor corners are right angles.

Have a buddy raise a pole at one tent peak and hold it in upright position while you hammer down a peg at an appropriate spot and fasten the guy line to it with a taut-line hitch. Then have him raise the other pole (if tent has two poles) while you tie down the other guy line and stretch the tent ridge between the two poles.

Now go around the tent, peg the tent sides to the ground, drive in the remaining pegs and fasten the side lines (if any) to them with taut-line hitches. These hitches have great advantages for tent pitching in that they can be easily tightened to stretch the tent cloth, they hold under strain, and can be quickly loosened in case rain shrinks canvas and lines.

Take a good look at the tent to make certain that it stands right —the ridge without too much sag, the sides and walls smooth.

If you are pitching an Explorer tent with a single T pole, matters are simplified a bit—you have only one pole and one guy line to think about. If you prefer to put up an Explorer or a wall tent with outside shear legs, you need one pole as long as the tent ridge and two long poles for the shears. Tie the peaks of the tent to the ridgepole. Tie a short piece of rope in an open loop at the center of the ridgepole. Lash the two long poles into shear legs. Put the tip of one of the shear poles through the rope loop on the ridgepole and raise the tent (see illustration page 267).



Use taut-line hitch for your tent guy line.

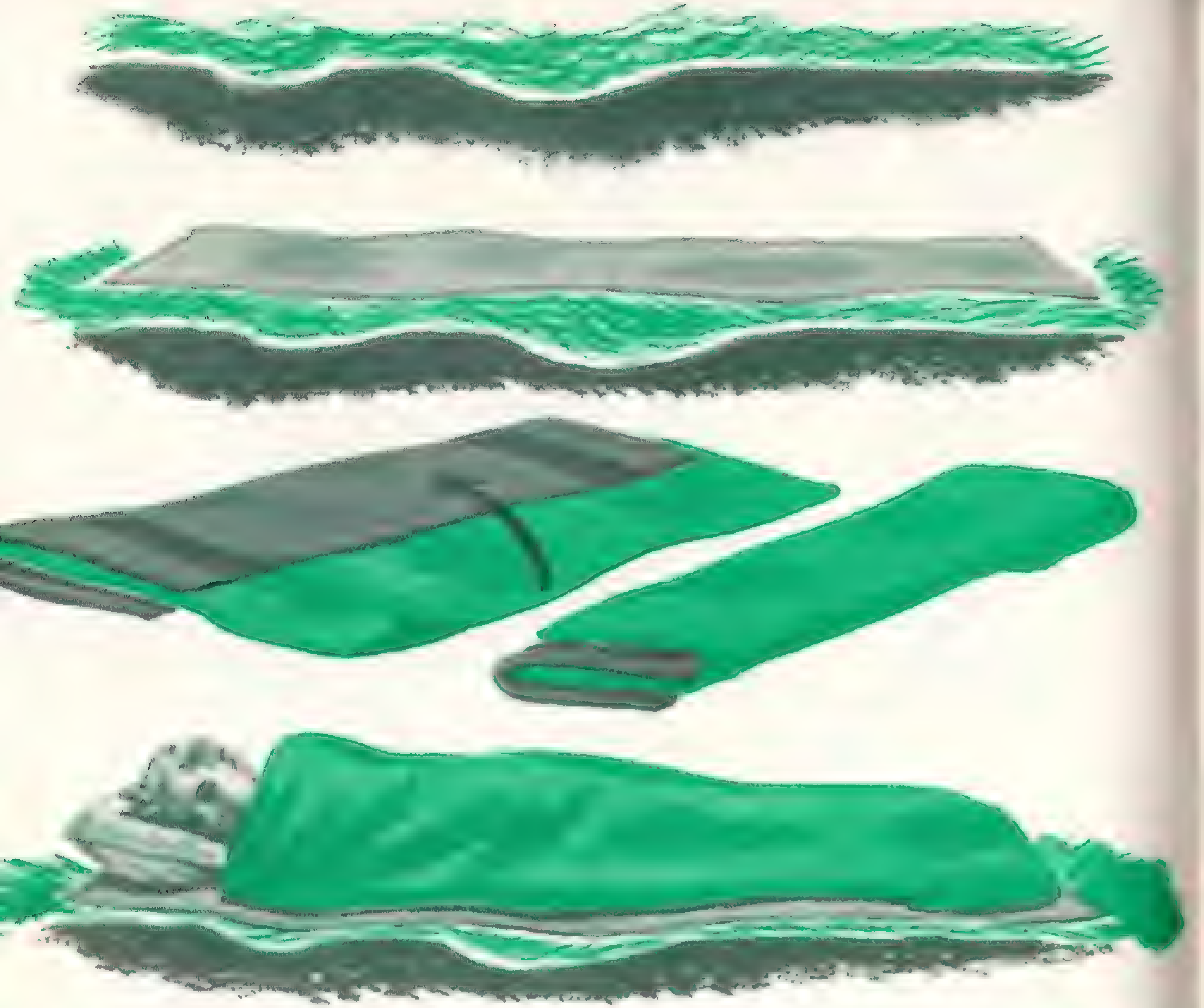
Drive down short tent peg until the notch is at the ground level.

Keeping Out the Rain. If you camp in a part of the country where you can expect rain, you'll have to make sure that the water won't flow through your tent and soak your bedding.

If you've pitched your tent on a small elevation or on ground that absorbs the water quickly you'll have little to worry about. Otherwise you may have to ditch your tent on the uphill side. The ditch need be only 4 inches deep and 4 inches wide. Cut inside of ditch flush with tent wall. Place the sod you dig up at the outside edge of the ditch, and replace it when camp is over.

Remember that ditching on sloping ground may create an erosion problem—so ditch only in an emergency and not at all if not permitted, as in state and national parks.

Making the Latrine. Now, before you do anything else, dig the latrine. Nothing elaborate—just a simple straddle trench. Place it at least 100 feet away from tents and kitchen and lower than your water supply. Dig it about 8 inches wide, a foot deep, and 3 feet long. Pile the dirt at one end and leave the shovel in the pile so that some of the dirt can be thrown in whenever the latrine is used. Hang toilet paper nearby, with an empty tin can around it to protect it from possible rain. If the latrine isn't naturally hidden by a thicket, put up some sort of screening around it.



For comfort in simplest type of camp bed, scoop hip and shoulder holes.

Announce the location of the latrine to all campers as soon as it is made. Remember to fill it in completely before you leave.

Prepare a comfortable ground bed.

And Now Your Bed. For the simplest type of camp bed, lie down in sleeping position, notice the spot on the ground where your hip is and scoop a shallow hollow there to fit your hip comfortably. Dig a smaller hole where your shoulder goes. For a one-night stand, all you have to do now is to spread out your waterproof ground cloth and arrange your bedding.

For more comfort, put a layer of straw, dry grass, dry leaves, or ferns under your ground cloth. Or turn your poncho into a mattress by filling it with straw and buttoning two edges around the fillings. A straw tick filled with straw or leaves makes an even better mattress. Such a tick is a long bag about 28 inches wide, 6 feet long, which you can make from sheeting.

As far as the bedding is concerned, remember the old camp rule: Have at least as much under you as over you. In that way you are not only warm against the cold night air, but also against the coolness of the ground.

If you use only one blanket during a summer night, place one third of it on the bed and lie down on it. Bring the rest of the blanket over you so that the middle third is on top of you. Roll over slightly and tuck the last third under you. Lift your legs and bring the bottom of the blanket in under your feet. And you are all set.

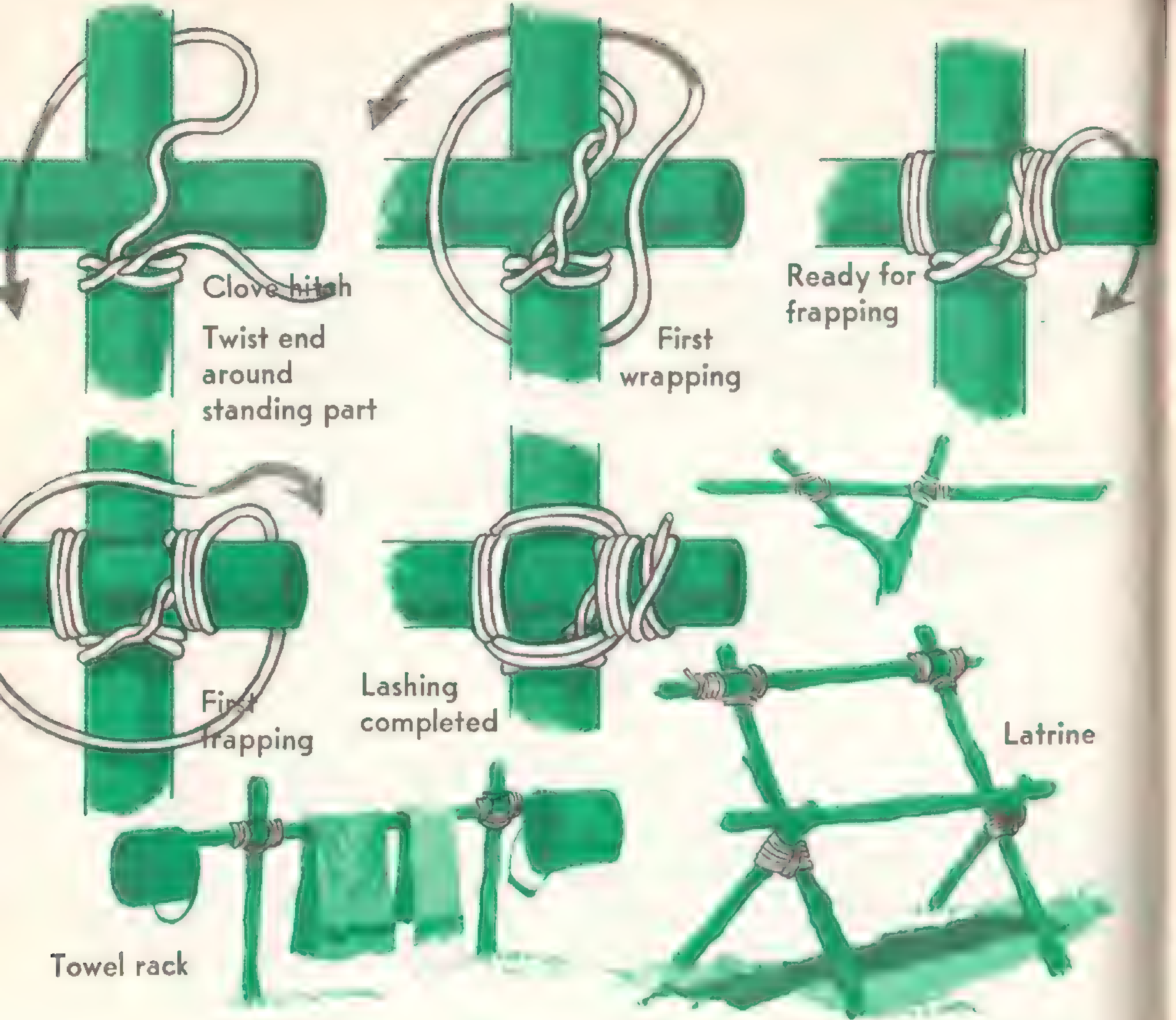
With two blankets, place the left half of one on the bed and the right half of the other over it. Lie down and bring the other halves of the blankets over you, then tuck the bottoms in under your feet. Even better, make a sleeping bag out of your blankets by folding them as above and keeping them in place with large safety pins—"blanket pins."

For a fellow who'll want to do a lot of camping you'll find a regular sleeping bag preferable to blankets. The official Scout sleeping bags are cut to a generous 36 inch by 80 inch size. The least expensive is filled with kapok, a better quality with Dacron. All of them have a water-repellent top and some of them also have a rubberized bottom so that you won't need a ground cloth.

Make a piece of camp equipment requiring lashings.

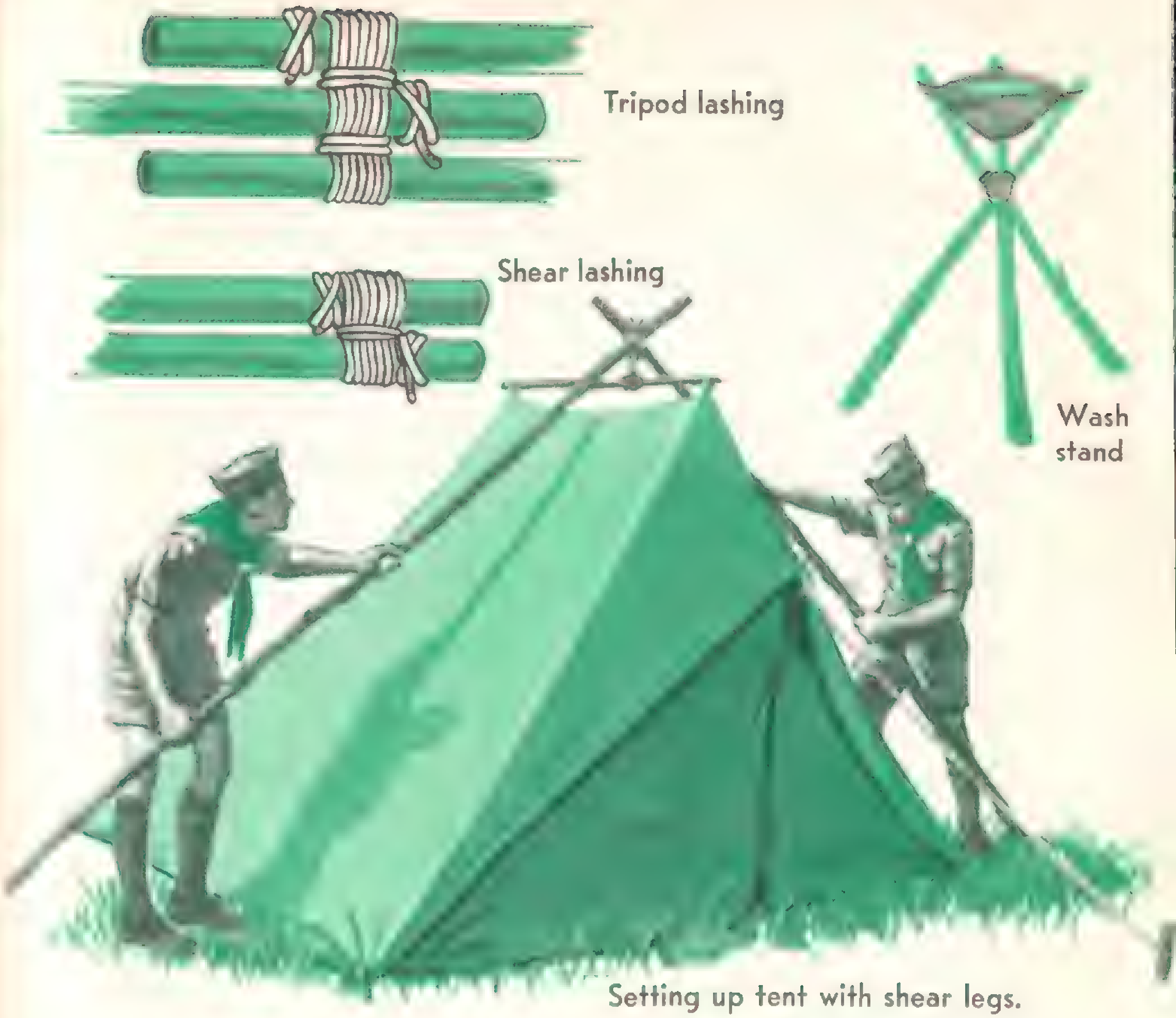
Improving Your Camp. For an overnight camp, you need little in the line of camp improvements. But if you are staying for a week or more you'll want to make a few pieces of camp equipment. Camp furniture and gadgets are fun to make—they show your inventiveness and add the comforts of home. But don't go overboard and spend half of your time in camp making gadgets—make just what you feel you need and can make good use of.

Most of the improvised camp equipment you'll want to make will call for tying sticks or poles together with lashings, using binder twine, cord, or rope, depending on the thickness of the wood. For tying crossed poles together, you use a square lashing. On parallel poles, you use a shear lashing.



SQUARE LASHING—Place two poles crosswise on each other. Tie a clove hitch around the upright pole, immediately under the place where the horizontal crosspiece is to be. Twist the short end of the rope around the standing part for neatness, then lay three turns around upright and horizontal both, keeping the rope taut all the time. In laying the turns, the rope goes on the outside of the previous turn around the crosspiece, on the inside of the previous turn around the upright. Then make two frapping turns between the poles to tighten the turns already laid. Strain the frapping turns as much as possible and finish off with a clove hitch around the end of the crosspiece. Remember: "Start with clove. Wrap it thrice. Frap it twice. End with clove."

SHEAR LASHING—Place two poles alongside each other. Start with a clove hitch around one of the poles, at the appropriate distance from the top. Then lash both poles together with seven or eight turns of rope laid loosely beside each other. Make two frapping turns between the poles. Finish with a clove hitch around the pole opposite the one on which you started. Open out the poles. Two shear lashings without frappings may be used to lash two poles together into one long one. A shear lashing laid around three poles will give you a tripod.



Setting up tent with shear legs.

When you know your square lashings, you can produce anything from clothes hangers, raised fireplaces, kitchen racks, and dining tables to trestle bridges and signal towers. With shear lashings, you can make shear legs for pitching your tent with outside poles, fasten your patrol flag staff to a much longer pole for raising the flag high above your camp, put up clothesline and washstand—or even build a monkey bridge if you're ambitious.

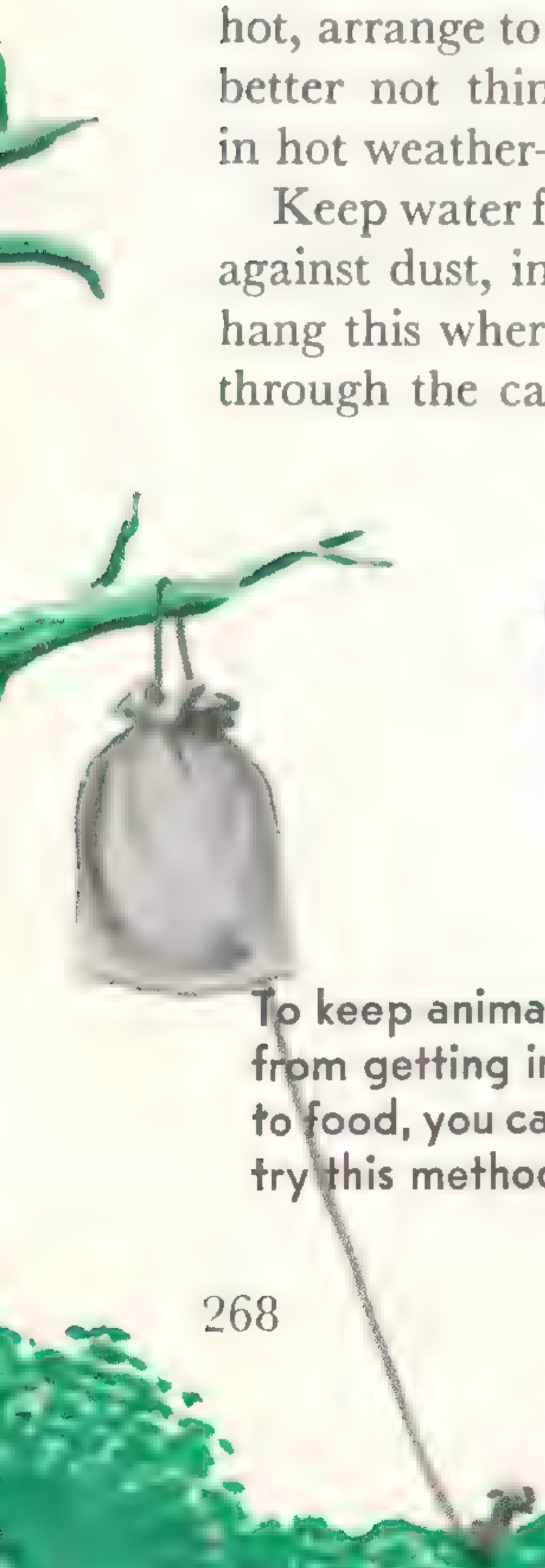
Camp Health

Explain methods used in camp for care of food and drinking water, fire protection, and waste disposal.

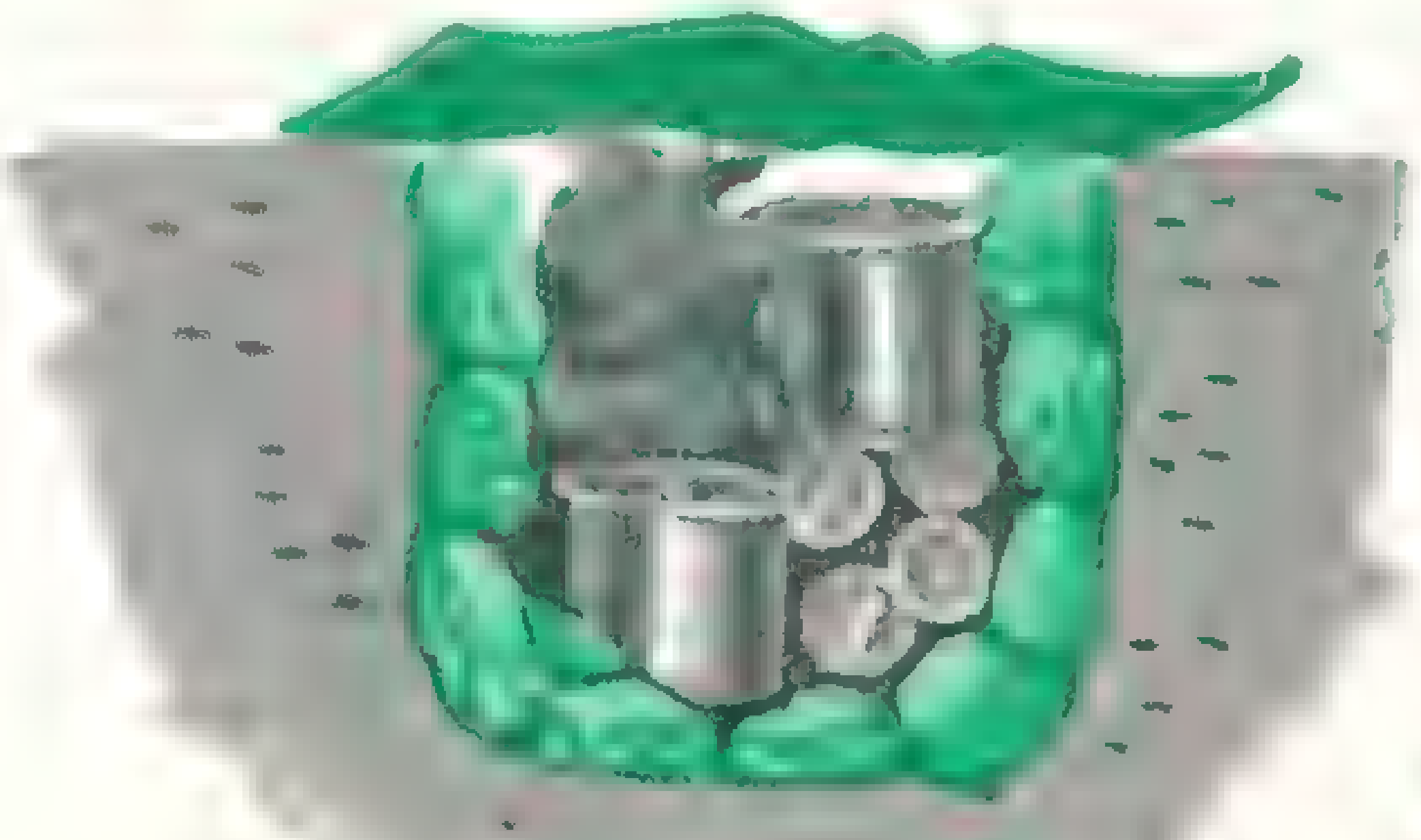
Care of Food and Drinking Water. You can divide camp food into three groups: (1) food like fresh milk and fresh meat that'll spoil unless kept at a low temperature, (2) fresh vegetables, fresh fruit, butter, and processed meats, such as bacon and smoked ham, that need to be kept cool, (3) canned and dried foods that keep at air temperature.

Place foods of the first two groups in some kind of refrigerator. If a brook runs by your camp, you can put them in a pail or large cooking pot and place this in the cool, running water. Otherwise, dig a hole in the ground, three feet square, three feet deep and line it with stones. Cover it with a wooden cover so sturdy that no prowling skunk can push it aside. If the weather is very hot, arrange to get ice for your refrigerator. If ice is not available, better not think of taking fresh meat and fresh milk to camp in hot weather—use canned meat and powdered milk instead.

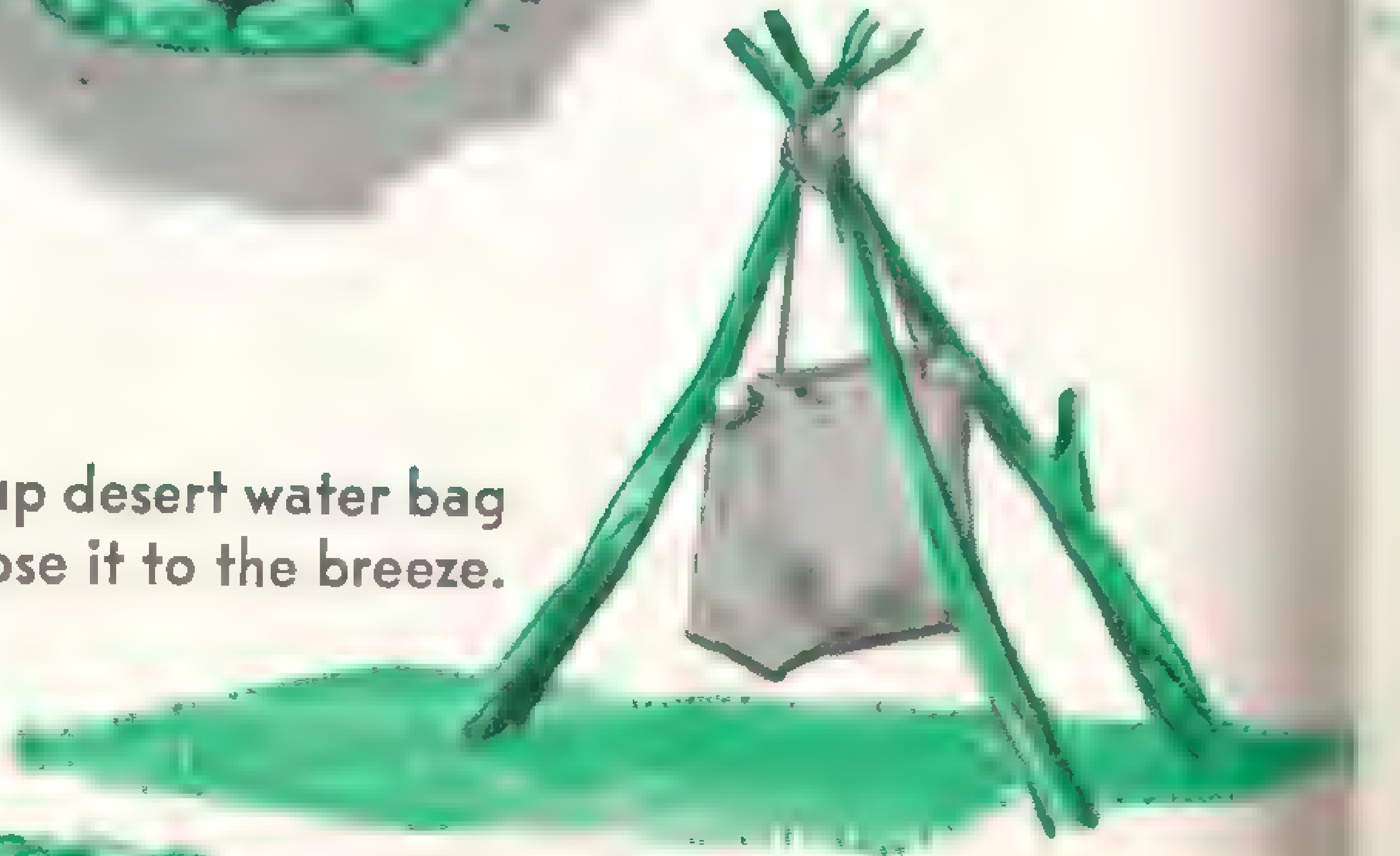
Keep water for cooking and drinking in a covered pot, protected against dust, insects, and animals. Or use a desert water bag and hang this where it is exposed to the breezes. The water seeps out through the canvas and keeps the contents cool by evaporation.



To keep animals from getting into food, you can try this method.



Hole lined with stones will help keep food cool.



Hang up desert water bag to expose it to the breeze.

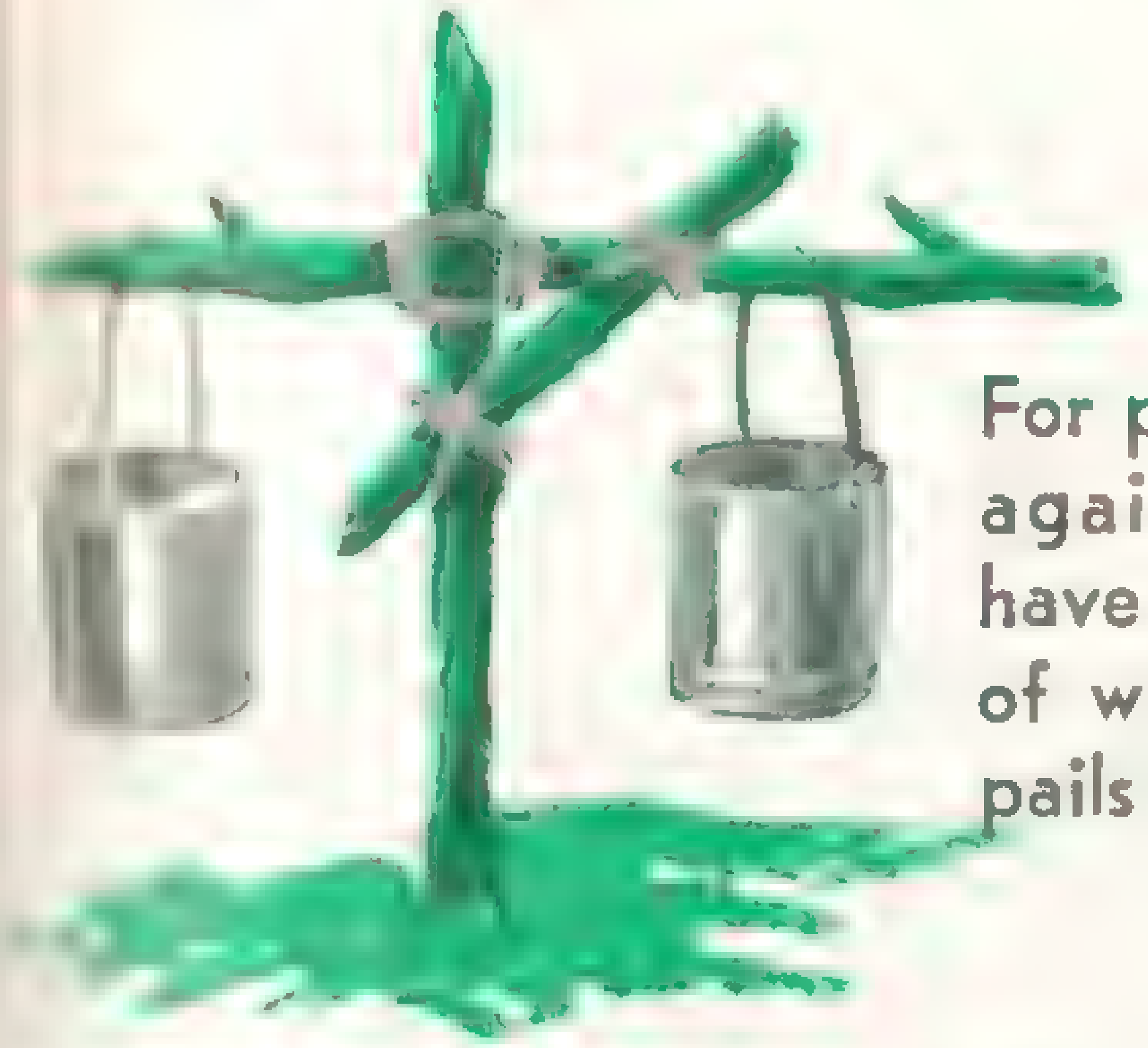
Fire Protection. You already know how to build a safe fire, how to keep it safe, and how to put it out after using it (pages 188 and 189). In addition, it is advisable to have water handy, close to your tents. If you can't spare a pot for this purpose and have no pail, a couple of large tin cans full of water will do.

Waste Disposal. Dispose of garbage by burning to keep flies and animals from getting at it. You can use your cooking fire for this after you have finished cooking. Put several finger-thick sticks across the fireplace and dump the garbage on them. After the garbage has dried add a few dry sticks to the fire to complete the burning.

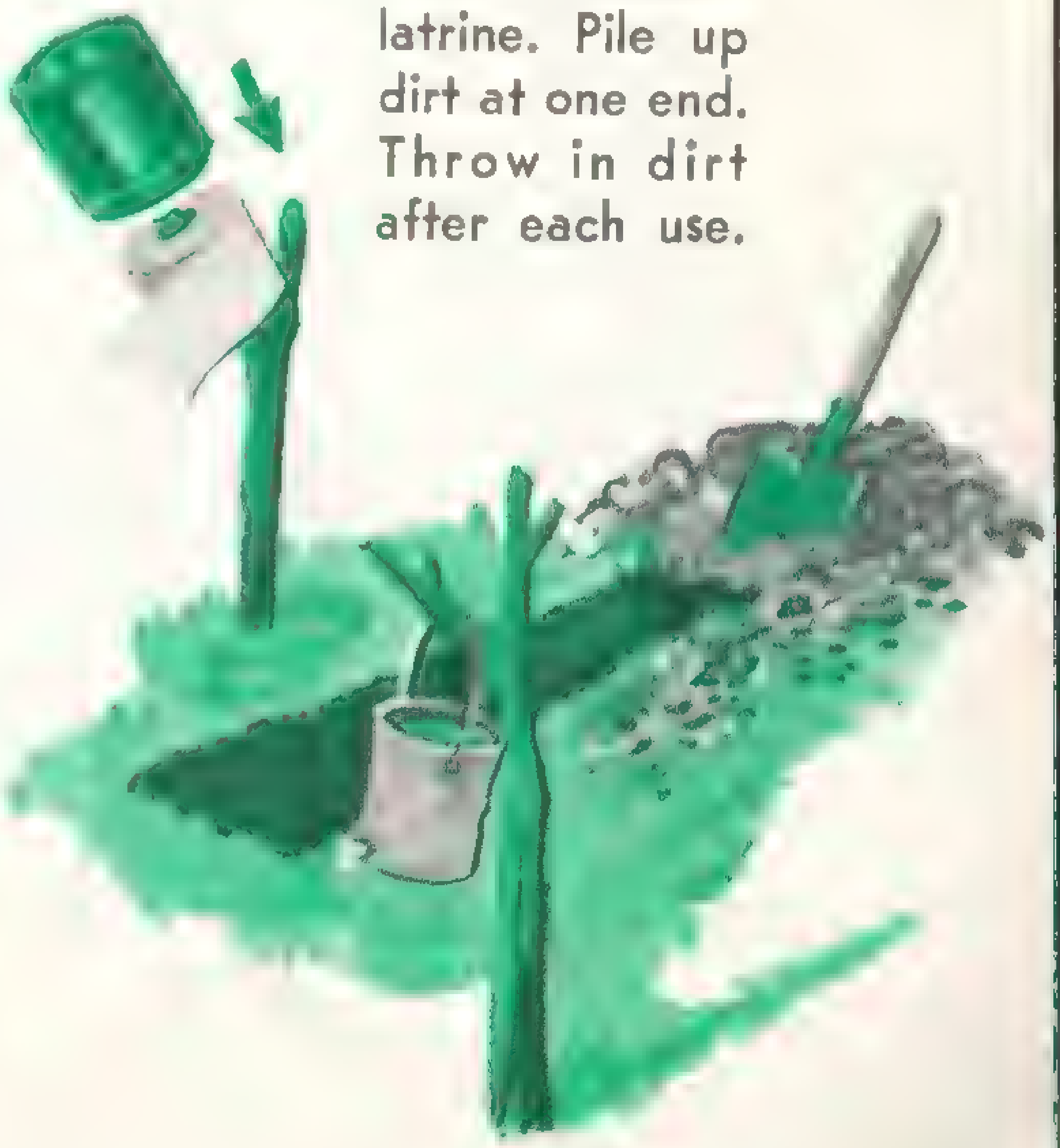
Wash out empty tin cans and smash them flat. Wash out empty bottles and jars. Prove yourself a good camper by taking cans and jars home with you for disposal in your home garbage can. Bring a "litter bag" to take them home in.

Greasy dishwater thrown on the ground draws flies. Make a grease trap for it. Dig a pit the same size as your cooking pot. Cover it with sticks and top these with a layer of dry grass. When you pour the dirty water into the pit, the grass catches the grease. Burn the grass after each use and put on new grass.

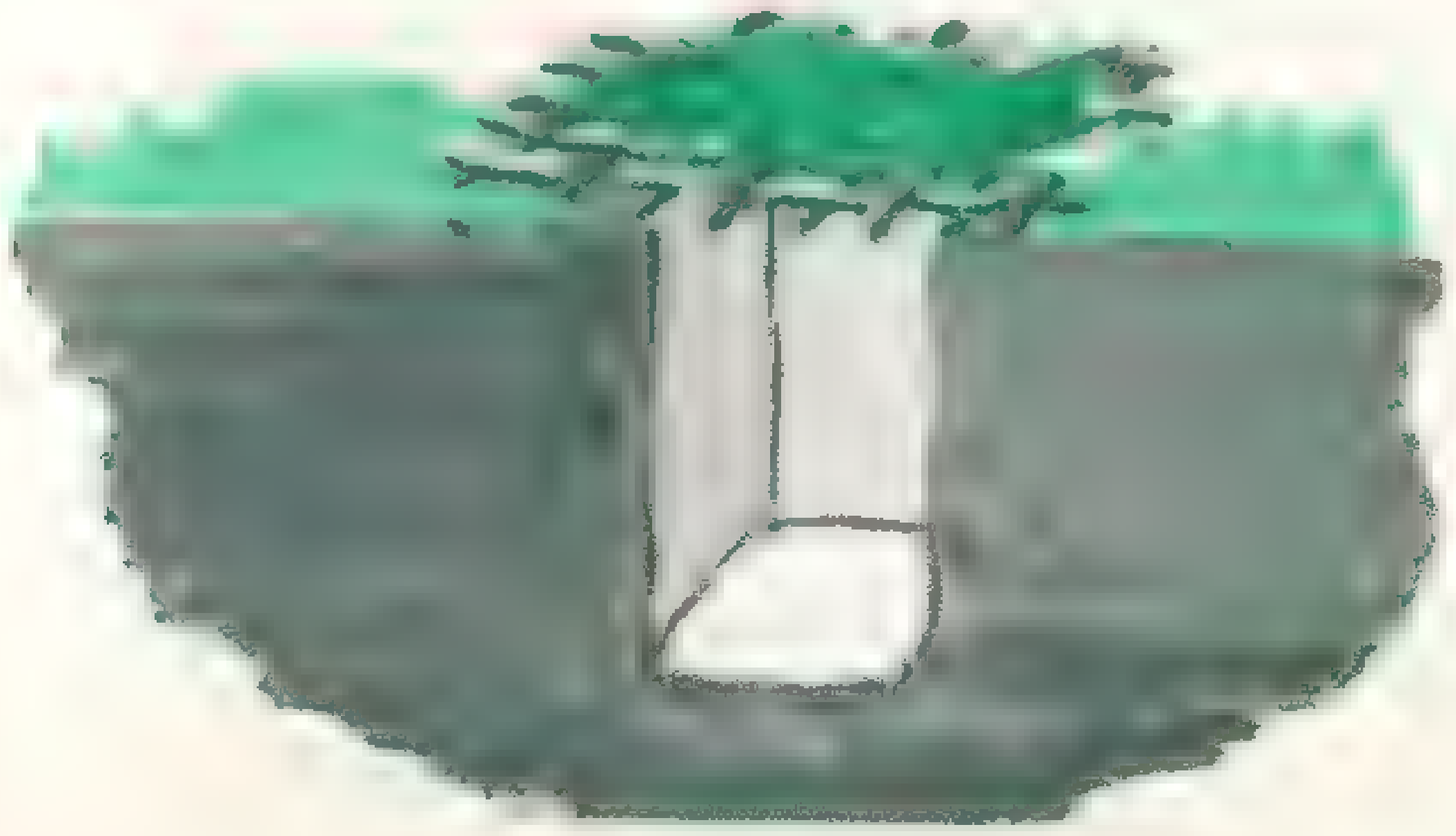
Fill in grease pit before you leave for home.



For protection against fire, have a couple of water-filled pails on hand.



Make a straddle latrine. Pile up dirt at one end. Throw in dirt after each use.



Dig pit for greasy water.

Woodlore

For the best possible camp experience you'll probably want to pitch your tent where there are trees. You are fortunate in this respect if you live in a part of the country where large areas are covered with forests. But even in sections where woods are few and far apart you may succeed in finding a camp site among trees along a river or a lake shore.

In the beginning, the trees around you will be just trees—sheltering you against the wind, providing you with fuel for your fires and wood for camp improvements. But soon the trees will become your friends—and as with other friends, you'll want to know more about them, you'll want to call them by their names.

Find ten kinds of wild trees or shrubs. Tell what they are and explain their uses.

Knowing the Trees. You'll soon learn to know some trees by their shape—the Christmas-tree shape of spruces and pines, the vase shape of the elms. The bark will help you tell the sycamores, the birches, and beeches. You can't mistake the leaves of tulip, sassafras, sweet gum, and holly. You will have no trouble recognizing dogwood, magnolia, redbud, and locust by their flowers. You'll know still other trees by their seeds or fruits—the oaks by their acorns, maples by their winged "keys."

It will help you if you remember that the trees are generally grouped in two large groups: (1) the conifers (cone bearers) with needlelike or scalelike leaves that usually stay on the trees for several years, giving them an evergreen appearance, and (2) the broad-leaved trees, with more or less broad, flat leaves that ordinarily fall off in the autumn, leaving the trees naked throughout the winter. The conifers are the most common forest trees in the West, the broad-leaved in parts of the East. Conifers are often referred to as "softwoods" and the broad-leaved trees as "hardwoods."

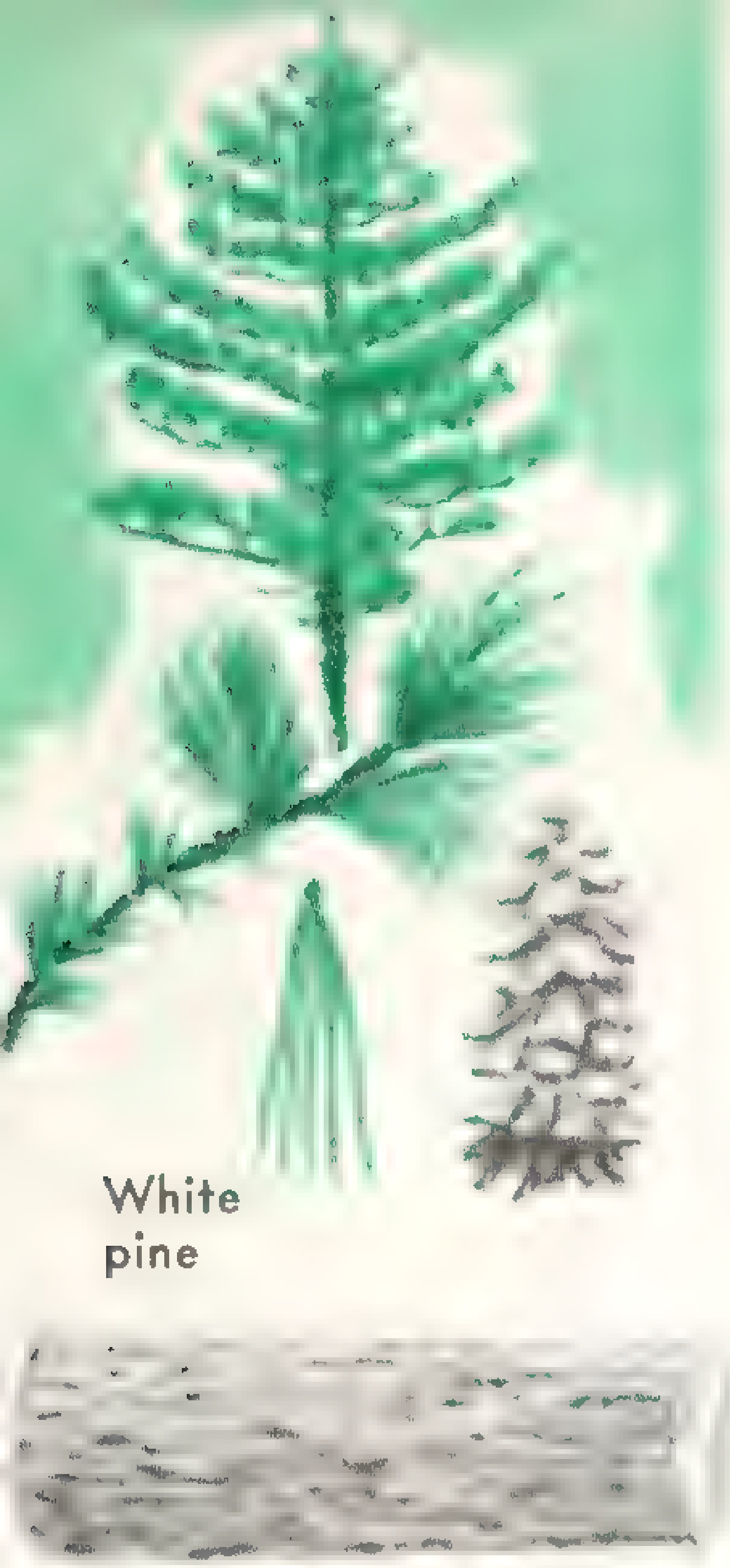
To name the trees you'll need a certain amount of memory, but an even greater amount of common sense.

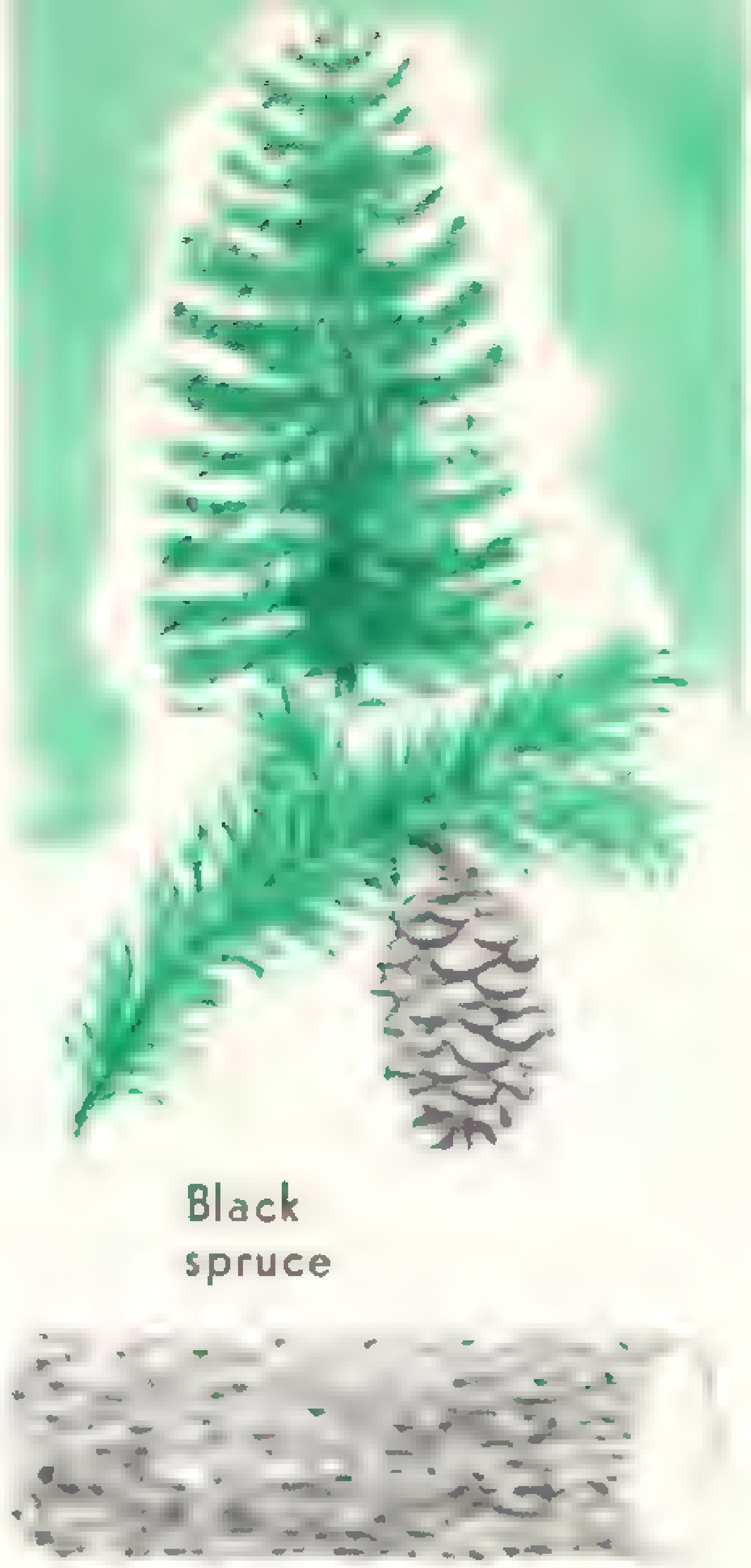
We have more than eight hundred different kinds of trees in the United States. Your common sense will tell you that since some trees like it hot, others cool, some grow in wet soil, others in dry, they won't all be growing in *your* neighborhood.

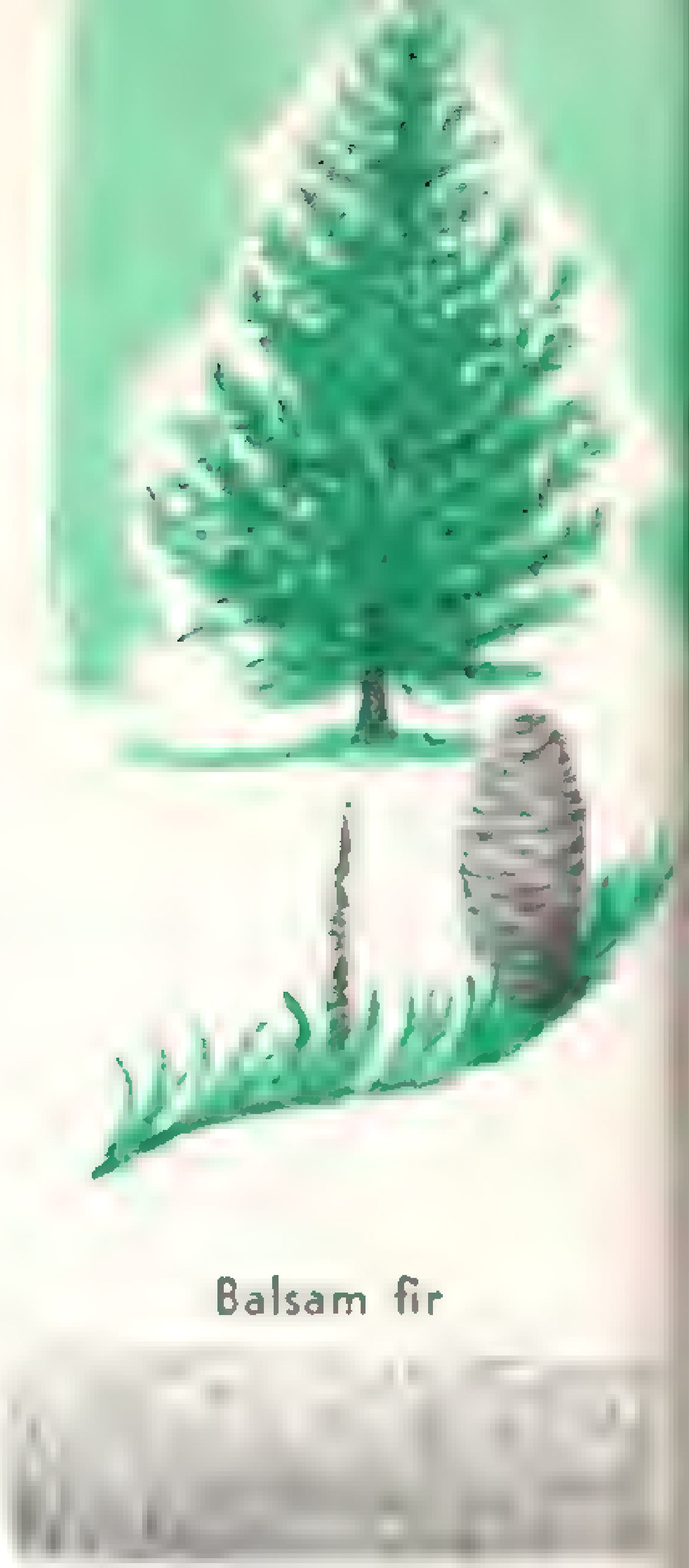
So find out which trees are important in your section of the country and forget the others for a while. Get someone in the troop who knows about trees to show you the more common local ones. You'll then discover that if you can recognize about a dozen different kinds you'll know most of the trees you see.

Using Our Forests. The value of our forests can not be estimated in money. Besides the pleasure that forests give you and other campers, they provide protection against wind erosion, guard our watersheds by holding moisture and regulating the flow of streams, and give food and shelter for wildlife and grazing for livestock. In addition, numerous products we use in our daily lives come from the forests of America.

The most important tree product is wood. But don't just think of wood as fuel or building material—rafters, floors, doors, window sashes—think of it also in all the other shapes it takes: furniture, boxes and barrels, railroad ties, hulls for light boats, bodies for special planes. Think of it in such hardly recognizable shapes as the newspaper you read, the cellophane around your candy.


White pine

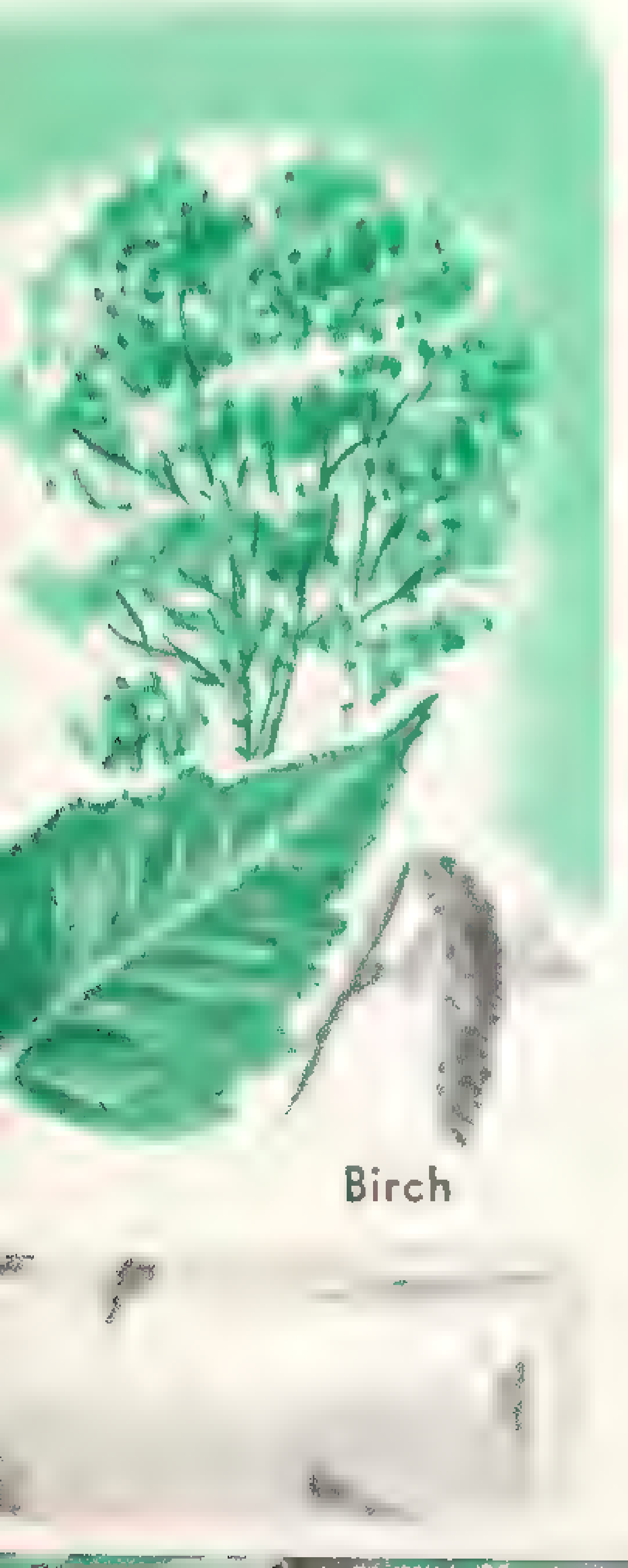

Black spruce

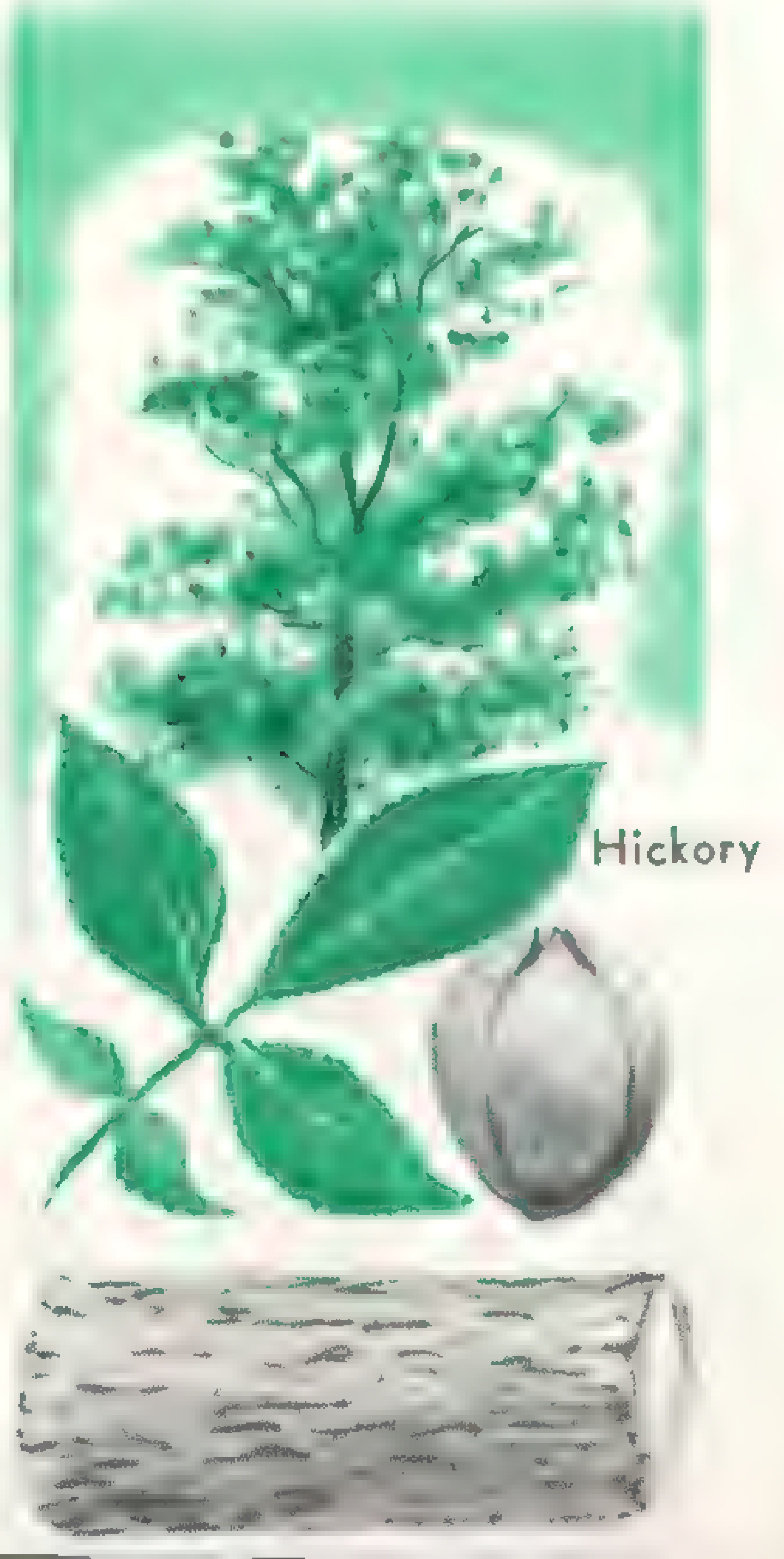

Balsam fir

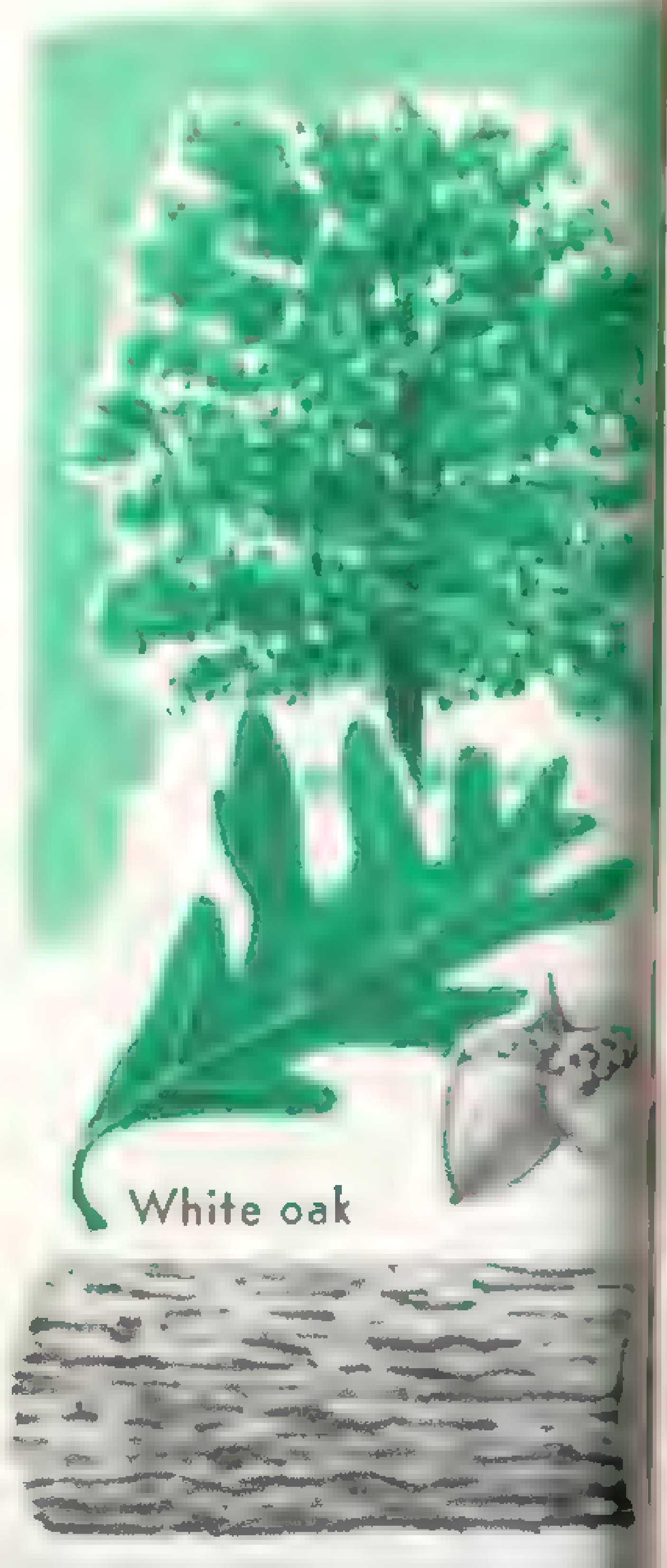
And remember that other tree products are also important. Fruits and nuts are part of our food. The boiled-down sap of the sugar maple gives us maple syrup. Bark from some trees is used for tanning leather. Turpentine for paints comes from pine trees.

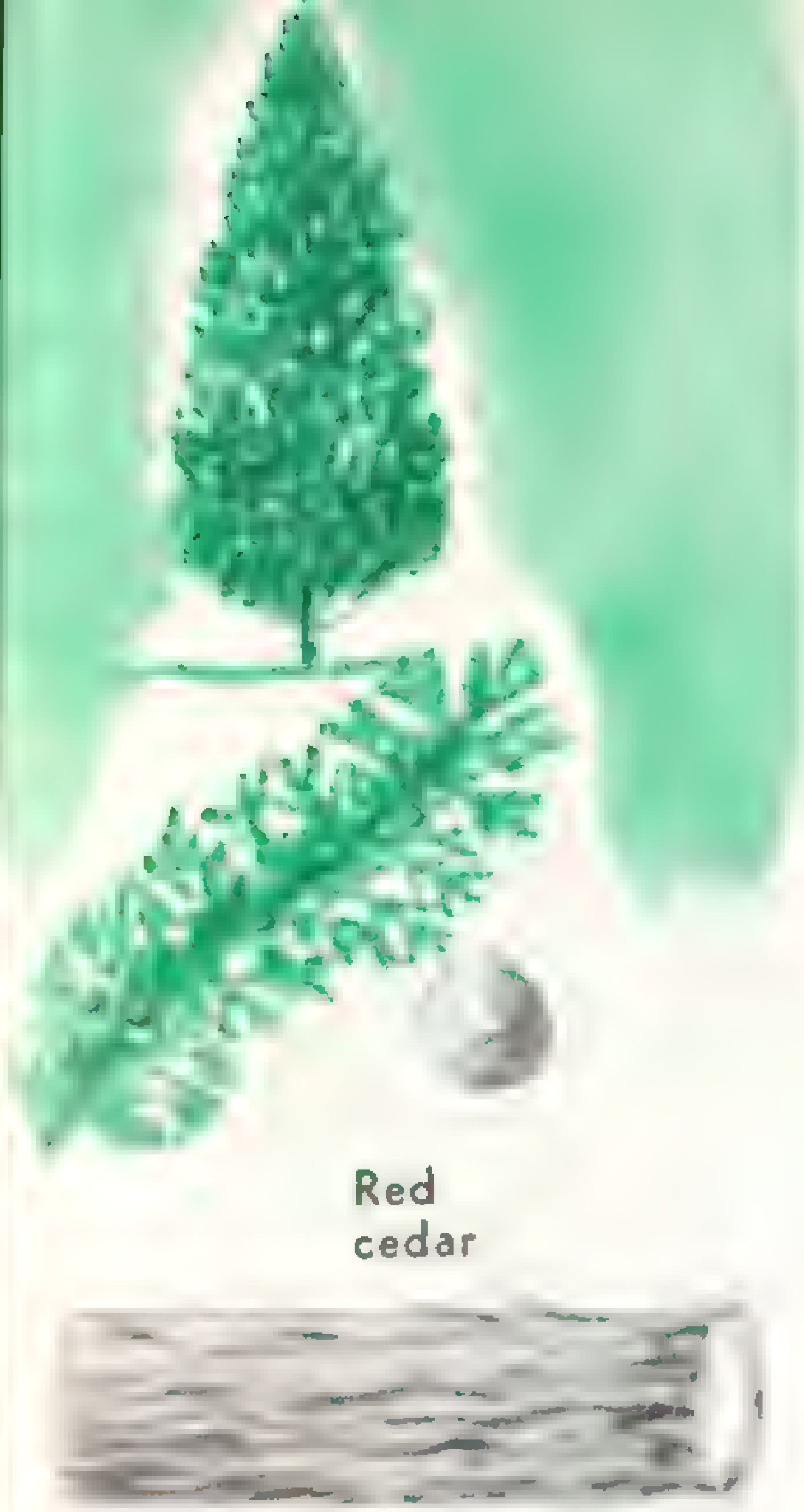
In spite of the fact that we all depend so much on trees, we have not always played fair with our natural treasures. Past generations of Americans have cut and burned and wasted a large part of our original heritage.

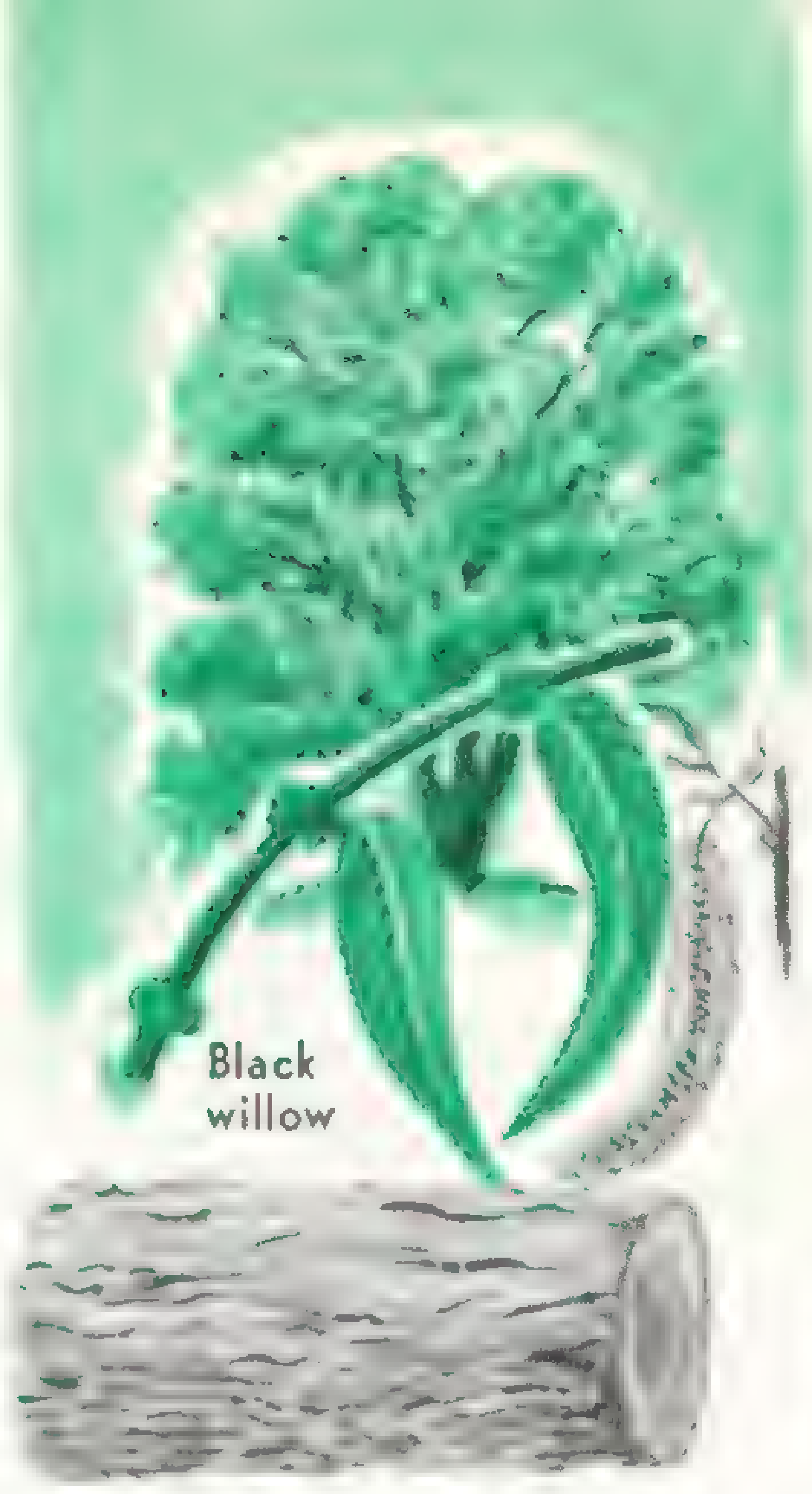
Fortunately, all America is waking up to the importance of our forests. As a Boy Scout you'll be in the forefront of those who are working today to "Keep America Green" and our forest resources secure for the future.

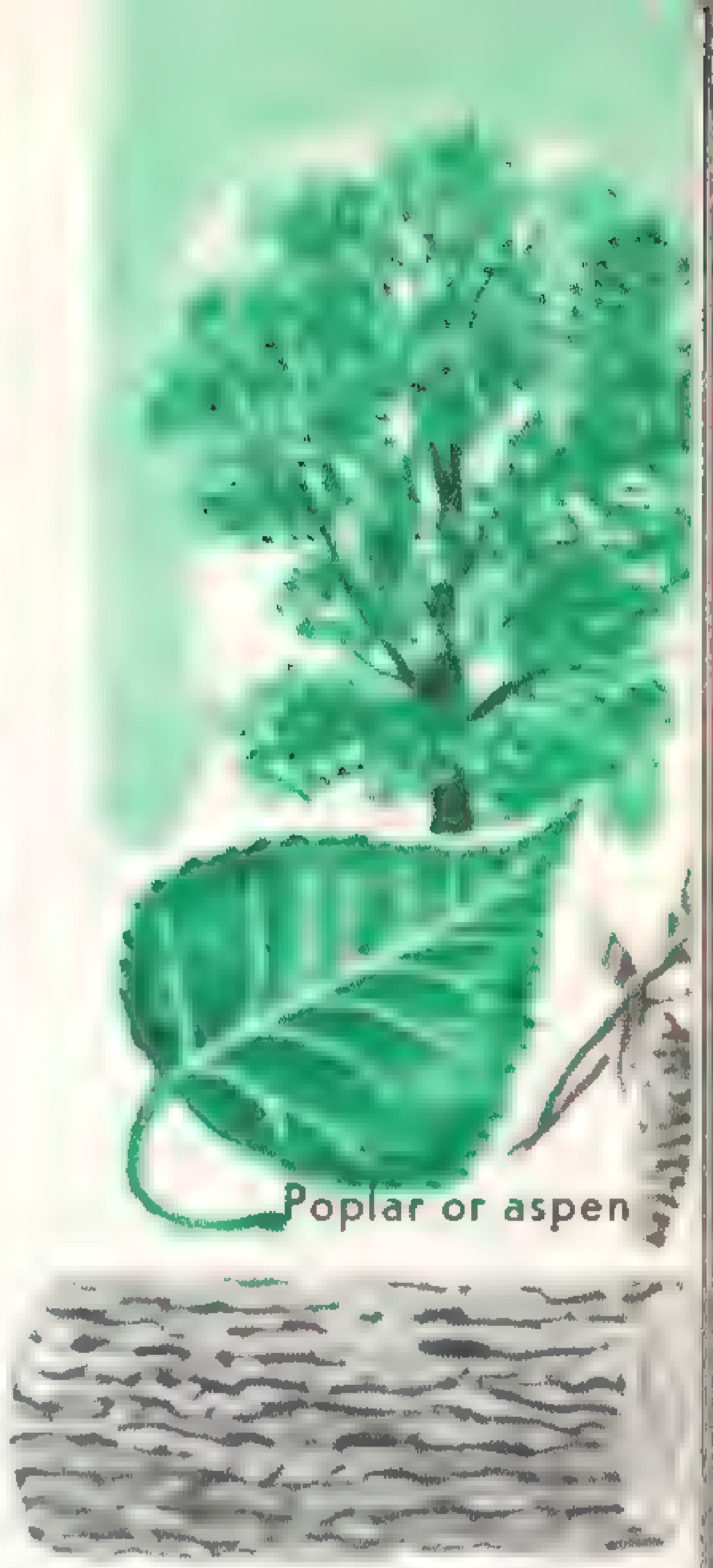

Birch

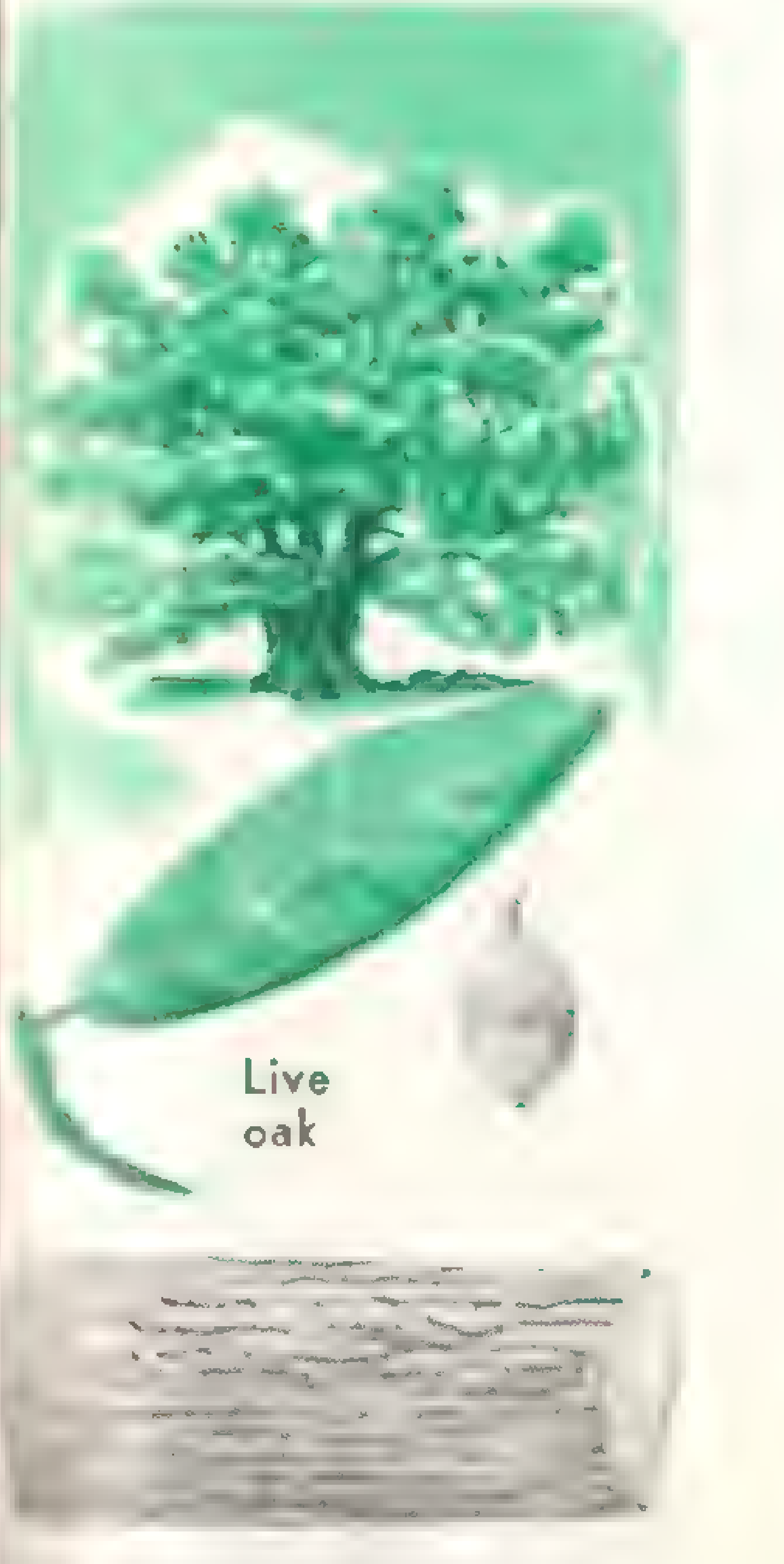

Hickory

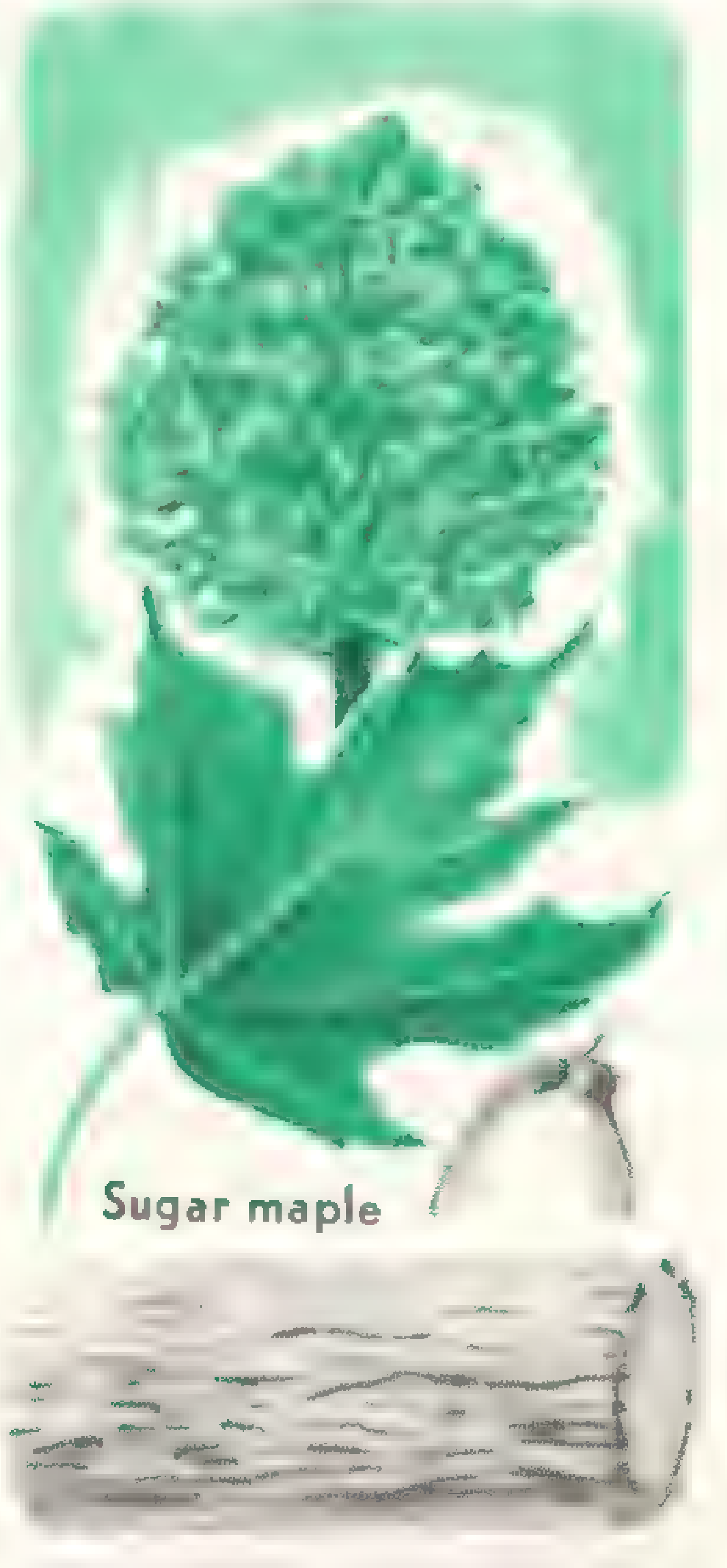

White oak

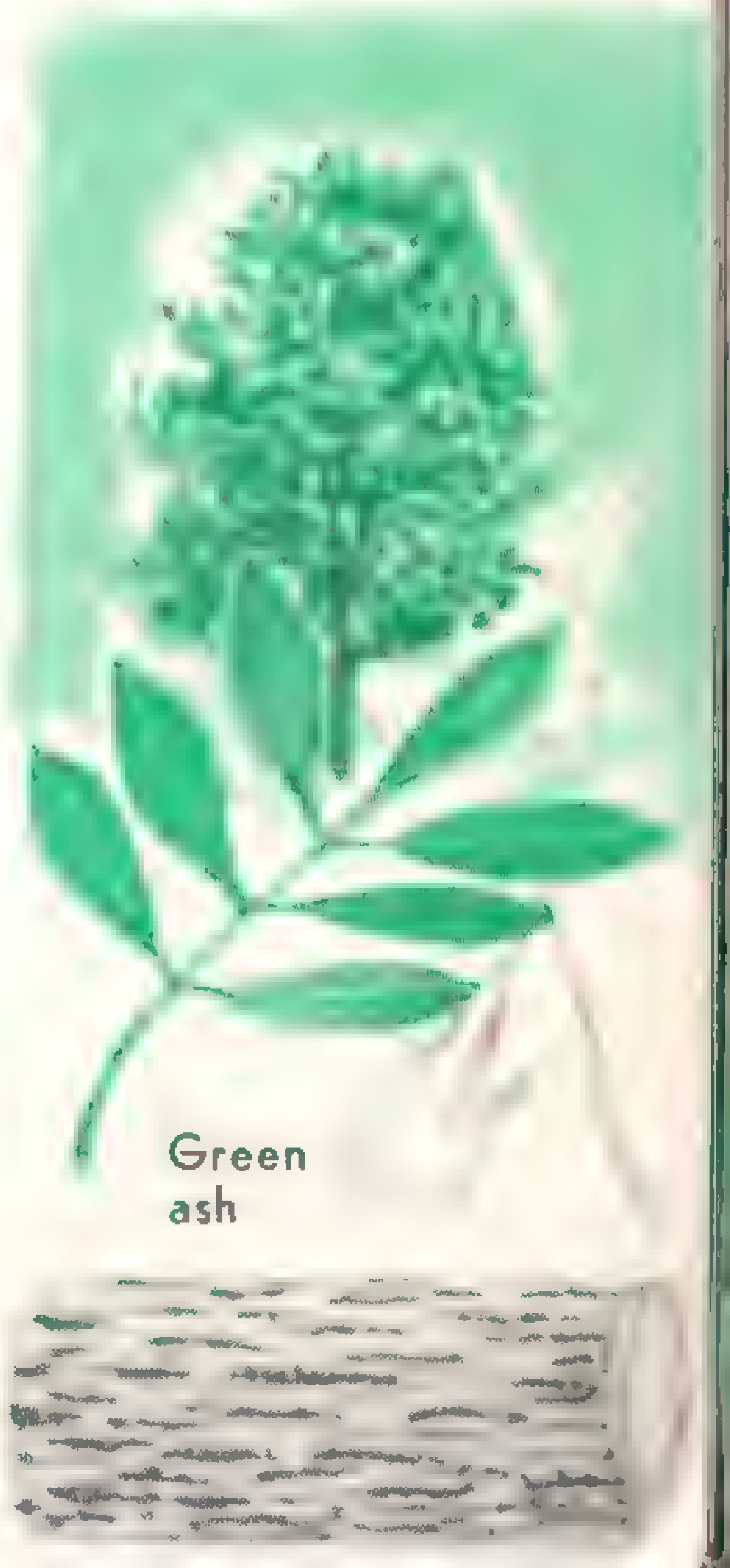

Red cedar

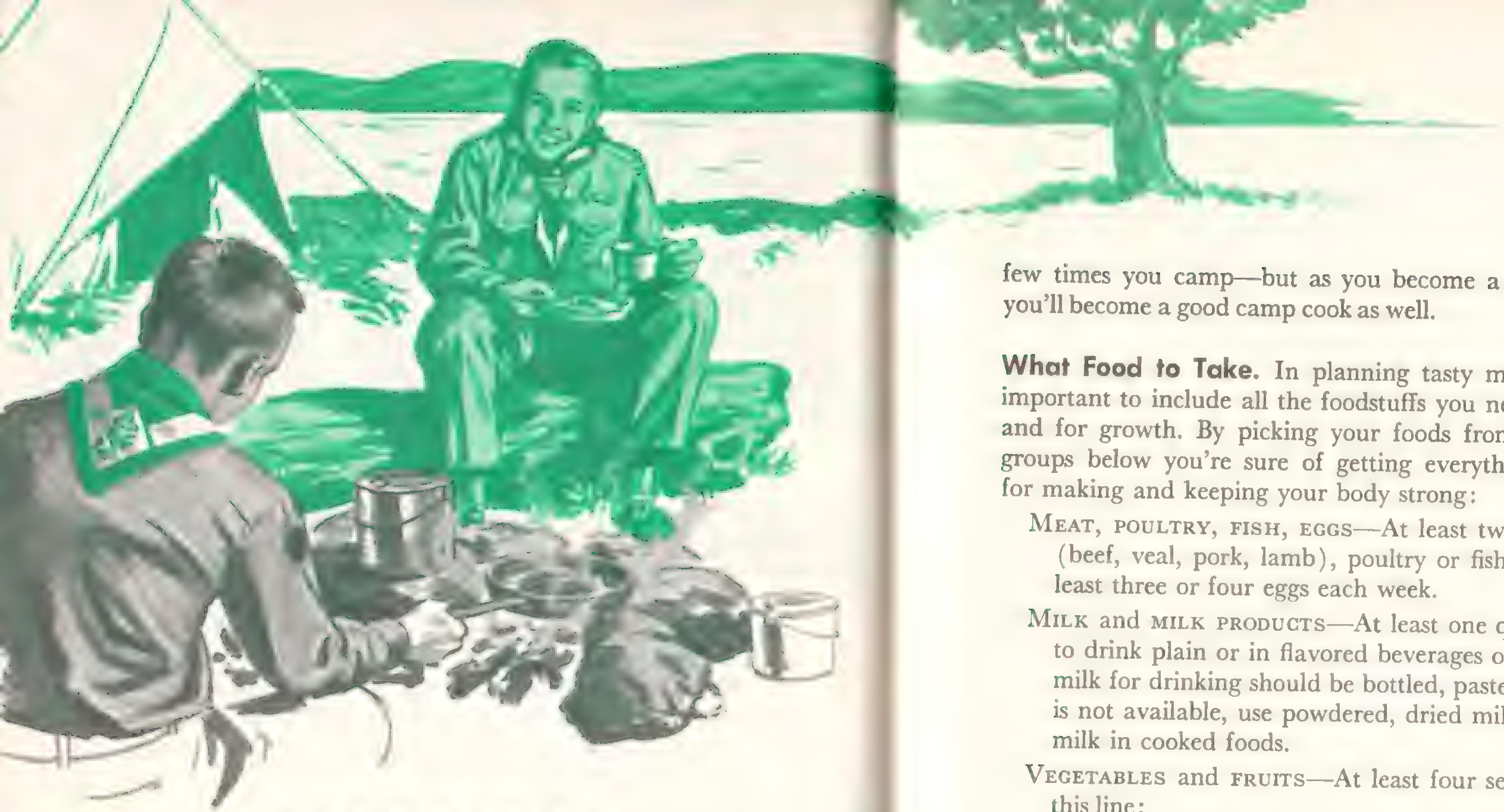

Black willow


Poplar or aspen


Live oak


Sugar maple


Green ash



COOK YOUR MEALS

Good food, well prepared, is just as important when you're out camping as it is when you're at home. Whether you'll have it depends on yourself and the camp training you're getting.

At home, you don't have to think too much about what's cooking—your mother usually has the food ready when you are good and hungry. But in camp you're on your own. There it's a matter of having the right amount of the right foodstuffs and necessary cooking gear on hand, of knowing how to build a simple fireplace and make the right kind of fire for the meal you've planned, and of being able to cook—not just for yourself, but also for a buddy and, in patrol camp, for the whole gang.

It's a real joy in camp to smell the food cooking over a campfire and to sit down with a group of good friends for a family-style meal. You won't be able to do a perfect cooking job the first few times you camp—but as you become a good outdoorsman you'll become a good camp cook as well.

What Food to Take. In planning tasty meals for camp it is important to include all the foodstuffs you need for good health and for growth. By picking your foods from each of the four groups below you're sure of getting everything that's required for making and keeping your body strong:

Meat, poultry, fish, eggs—At least two helpings of meat (beef, veal, pork, lamb), poultry or fish every day, and at least three or four eggs each week.

Milk and milk products—At least one quart of milk daily, to drink plain or in flavored beverages or with cereals. The milk for drinking should be bottled, pasteurized milk. If this is not available, use powdered, dried milk instead. Also use milk in cooked foods.

Vegetables and fruits—At least four servings daily, along this line:

Oranges, grapefruits or tomatoes every day. Serve "as is," as juice, or, in the case of tomatoes, stewed.

Dark-green or deep-yellow vegetables at least every other day, some cooked, some raw.

Potatoes, other vegetables, and fruits twice a day or as you like: Potatoes, beets, cauliflower, onions, celery, stringbeans, navy beans, apples, pears, peaches, grapes, berries, melons, dried apricots, dates, raisins, prunes.

Bread and other flour products—At least four helpings of whole-grain products or enriched bread daily.

In addition to these basic food groups, certain other things are necessary in cooking. We may group them together as:

Accessories—Use as desired. *Fats* (butter, margarine, salad dressing), *sweets* (sugar, candy, jam, jelly), and *flavorings* (salt, pepper, vinegar, mustard, cocoa).

What Equipment to Take. When cooking for yourself and a buddy, two of the official Boy Scout cook kits will do the job—they will give you two small pots, two pans, two bowls. Or you may want to make up a kit from your mother's kitchen. When it comes to cooking for the whole gang, your patrol will probably have a Trail Chef kit that you can take along.

Use plastic bags and plastic containers for carrying the foodstuffs to camp. They make it easy to pack what you need.

For food preparation and for eating you'll need spoons, forks and knives, and, of course, plates or bowls for serving.

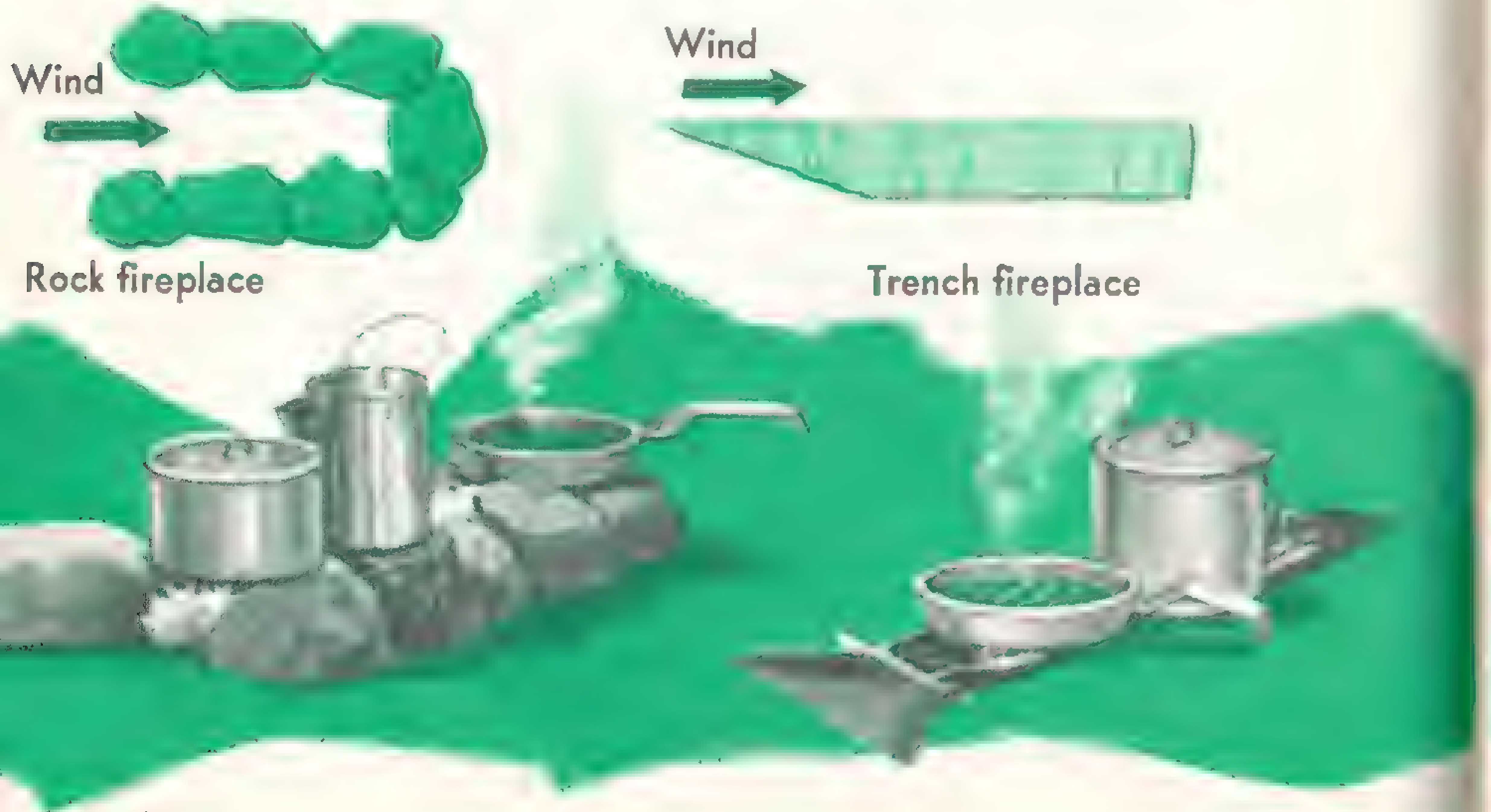
Getting Ready to Cook. When you are cooking with a buddy, you have to decide between you who does what.

One of you will be the head cook—or "bull chef" as they say up in the North Woods—the other the assistant.

The head cook lays out all the foodstuffs—on a small plastic sheet, if he is smart—and does the actual cooking and serving.

The assistant acts as woodman, getting the firewood together; as fireman lighting the fire and keeping it going; as waterboy, going for water; and as all-round helper doing whatever chores need to be done.

For the next meal, the two of you exchange jobs. In this way, both of you will get to be good camp cooks.



Rock fireplace

Trench fireplace

Your Fireplace

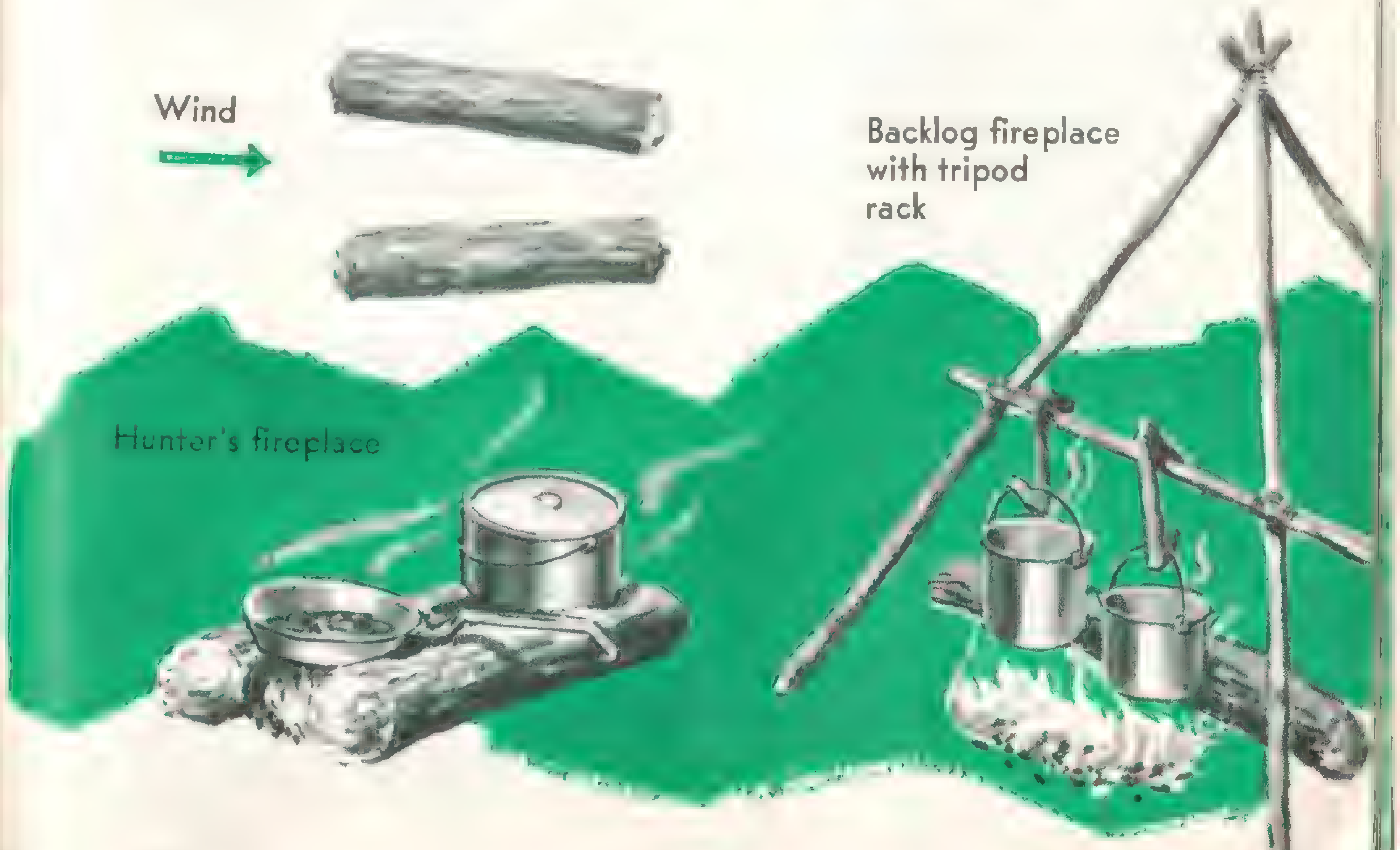
Some campers do all their cooking on a bed of hardwood coals. But when cooking for the gang you'll be better off with a fireplace.

Construct a simple outdoor fireplace.

Rock Fireplace. If you are camping where there are plenty of rocks, you can build a simple rock fireplace. Choose rocks of an even size and as nearly flat on top and bottom as possible. After clearing the spot down to plain dirt, arrange the rocks in two rows, close enough together to support your cooking utensils.

Trench Fireplace. In an open spot, a trench fireplace is good. Dig it just wide enough to fit your pots, about a foot deep, 2 to 3 feet long. Widen the windward end to catch the wind for good draft. The trench fireplace goes light on fuel and is safer than an above-the-ground fireplace on a windy day.

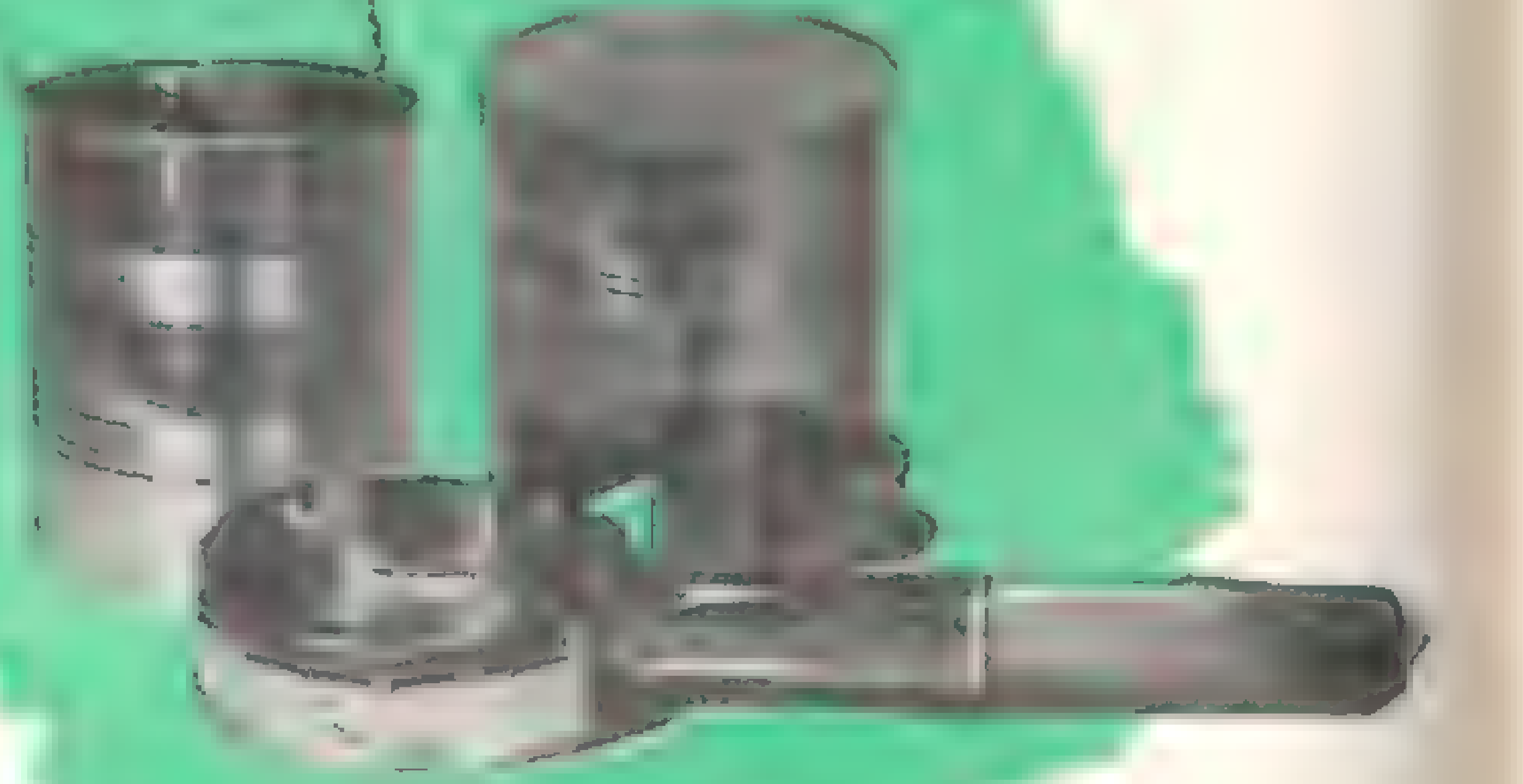
Hunter's Fireplace. In the woods, you may be able to make a hunter's or trapper's fireplace. For this, you need two logs of hardwood, 2 to 3 feet long, 6 to 9 inches thick. Roll them up on either side of your fire, about 6 inches apart. Since this kind of fireplace is made of wood, the fire will gradually eat up the logs from the inside—you'll have to replace the logs from time to time.



Hunter's fireplace

Backlog fireplace
with tripod
rack

For one-man camp cookery it is hard to beat the official Scout cook kit that comes in a close-fitting cloth cover. It consists of frying pan, stewpot with lid, cup, and plate. Eating kit has stainless-steel knife, fork, and spoon that clip together.



For training in patrol camping on overnights, you can make up a usable cooking kit from No. 10 tin cans.

For camping with the gang over a longer period, the Trail Chef Kit comes in handy. It has 2 frying pans, 3 stewpots, 1 cocoa pot, 4 serving plates, and 4 cups.

Breakfast in Camp

For breakfast in camp you want a substantial meal with fruit, cereal, a main dish—such as eggs, bacon or ham, or pancakes—and a beverage. On a cool day, have a hot cereal and hot cocoa. On a hot morning, use cold cereal and milk.

Prepare for yourself and a companion, from raw ingredients, a complete breakfast of fruit, hot cereal, and bacon and eggs (or pancakes).

Fruits. FRESH FRUITS—For one serving: 1 or 2 pieces of fruit. Fresh fruits are fine for breakfast. You can get oranges, grapefruit, bananas, and apples year round. In season you can get melons and berries. Keep your eyes open for wild berries.

CANNED FRUITS—For one serving: 5 to 6 ounces. You have a great variety to choose from. You can have pieces of fruit—grapefruit segments, peach halves, whole apricots, pineapple slices, plums—or, if you prefer, orange or tomato juice.

STEWED FRUITS—For one serving: 4 to 8 prunes, 4 to 8 dried apricots, 3 to 4 dried peach halves, or 1/4 cup dried apples; sugar to taste. Cover with water, bring to a boil, then simmer—that is, keep just below the boiling point—for 15 to 30 minutes. When almost done, add sugar—2 to 4 teaspoons. You will cut down your cooking time if you soak the dried fruits overnight.

Cereals—Cold and Hot. READY-TO-EAT CEREALS—For one serving: 1 individual box. You'll find any number of these in your local store. Individual packages are easiest for camp. For a whole patrol, you may want a large package.

Cooked oatmeal—For one serving: ½ cup quick-cooking rolled oats. Bring 1 cup of water to a vigorous boil. Sprinkle the oats into the water while stirring. Add a pinch of salt. Cook at a slow boil for 5 minutes, stirring frequently to the bottom of the pot.

Instant hot oatmeal—For one serving: ½ cup instant oatmeal. Bring ¾ cup of water to a boil. Put the oats in a bowl. Pour the boiling water into the oats and stir until mixed thoroughly. Sprinkle with salt and stir.

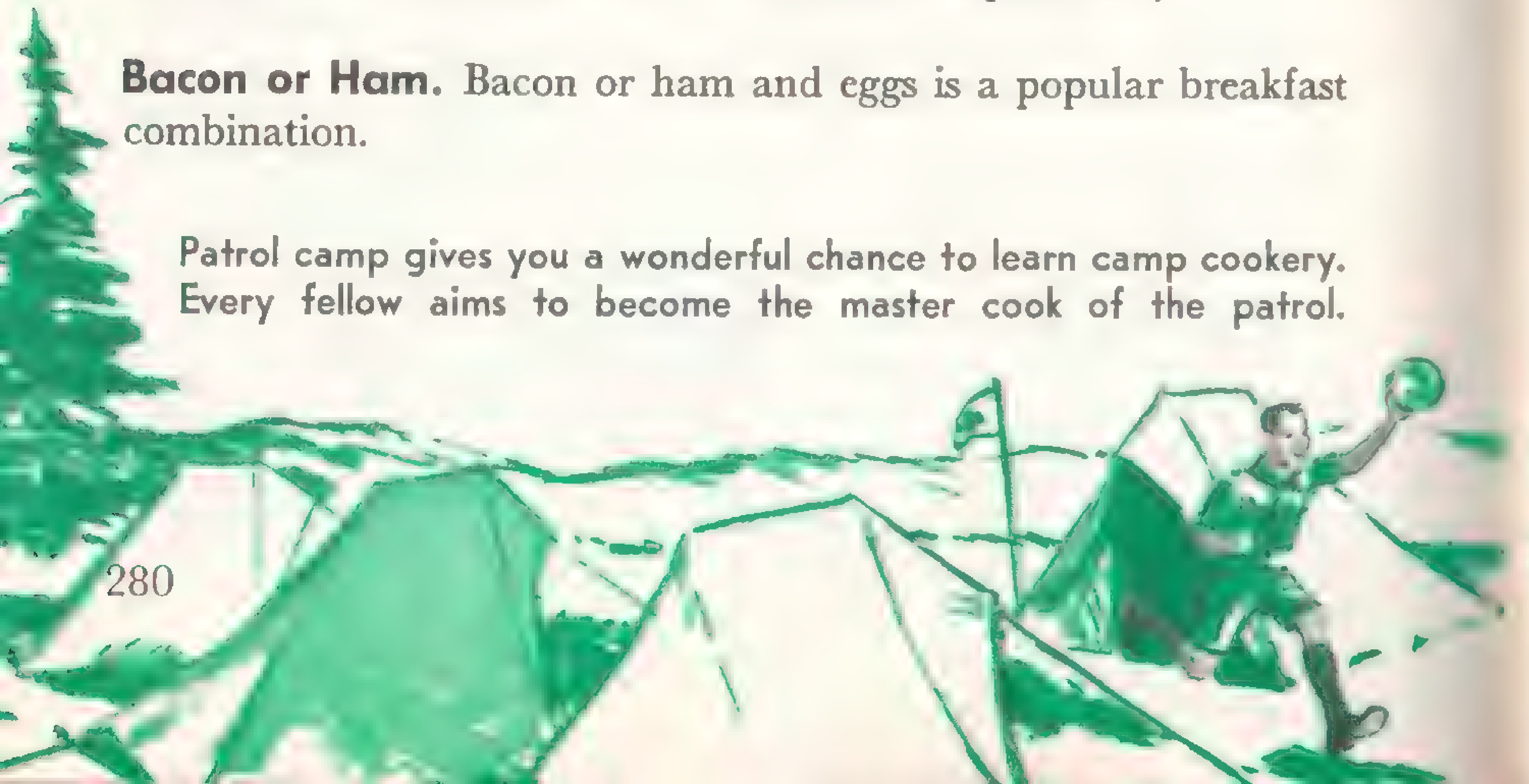
Hot farina—For one serving: ¼ cup Farina, Maltex, or similar cereal. Pour cereal into 1 cup boiling water. Add a pinch of salt. Boil gently for 5 minutes, stirring frequently.

Eggs to Your Taste. Eggs, fried—For one serving: 2 eggs. Heat a teaspoon of butter or margarine or bacon fat in the pan. Break your eggs into the pan. Fry over slow heat until the white becomes actually white and firm.

Eggs, scrambled—For one serving: 2 eggs. Beat 2 eggs in a bowl with a fork. Add a pinch of salt and 2 tablespoons of water or milk. Heat butter or margarine in the pan over a slow fire. Pour in beaten eggs and cook gently until set, scraping occasionally from the bottom of the pan with a knife. Serve plain or mixed with cubes of ham, crumbled fried bacon, frankfurter chunks.

Eggs, boiled—For one serving: 2 eggs. Bring water to a boil. Put the eggs in with a spoon, one at a time. Boil 3 to 5 minutes for soft-boiled, 10 to 15 minutes for hard-boiled. Put the boiled eggs in cold water for a moment to make the shells peel easily.

Bacon or Ham. Bacon or ham and eggs is a popular breakfast combination.



Patrol camp gives you a wonderful chance to learn camp cookery. Every fellow aims to become the master cook of the patrol.

Bacon, fried—For one serving: 3 to 4 slices. Put bacon in a cold pan and cook over slow fire, turning the slices when half done. Do not overcook—the bacon will crisp as it cools. As the fat collects, pour it off into a container and save it—it is excellent for frying.

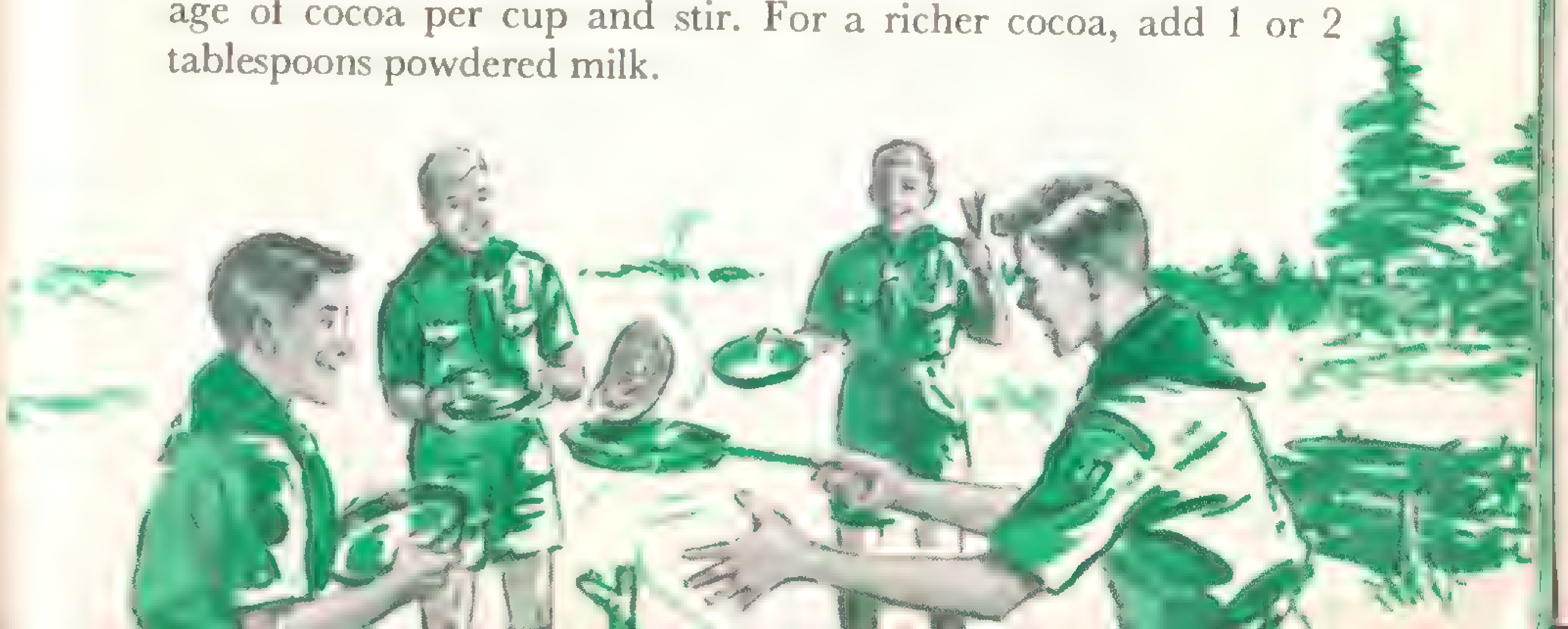
Ham, fried—For one serving: 1 good slice, about 3 ounces of precooked ham. Heat a small amount of butter or margarine in the pan. Put in ham. Fry over slow fire until ham is slightly browned. Turn and fry other side.

Pancakes. Pancakes or griddlecakes or hot cakes are made in a large fry pan or on a griddle. They are about 4 to 5 inches in diameter and are flipped with a knife or a pancake turner.

Pancakes—For one serving: ½ cup of prepared pancake flour. Make the batter according to the instructions on the box. (If you have no prepared flour, use a mixture of ½ cup of ordinary flour, ½ teaspoon baking powder, 1 pinch of salt, ½ teaspoon sugar.) Heat your pan and grease it with a little butter or margarine or bacon fat. Pour in batter for enough cakes to fill the bottom of the pan. Fry over a slow fire. Soon bubbles form on the top. When the bubbles burst in the center of the cakes and the edges begin to brown, turn the pancakes and fry the other side. Serve with butter and sirup or jam or sugar.

Something to Drink. Milk—For one serving: 1 pint. If you can get fresh, pasteurized milk around camp, fine. Otherwise, use instant powdered milk: Add ½ cup of milk powder to 2 cups of water and stir until dissolved.

Cocoa—For one serving: 1 or 2 individual packages of instant cocoa. Bring 1 or 2 cups of water to a boil. Add 1 individual package of cocoa per cup and stir. For a richer cocoa, add 1 or 2 tablespoons powdered milk.



Lunch in Camp

Lunch comes during the hottest hours of the day—so you probably won't want to do much cooking. Nevertheless, you may feel almost starved—so what to do? A couple of sandwiches, a cold drink, and a few cookies will usually satisfy any hungry boy at high noon. On the other hand, if you want to have your main meal in the middle of the day there's nothing to hinder you. Then use the recipes starting on the next page.

Sandwiches. For one serving: 4 to 6 slices of enriched white or dark bread, fillings. For fillings, use hardboiled eggs, cold cuts, cheese, sardines, tuna or salmon, sliced tomatoes, peanut butter, jelly, jam, or whatever else you wish. A couple of lettuce leaves and a dab of salad dressing add to taste and looks.

Hot Dishes. If you are willing to take the time or feel in a picnic mood, you may want to light a fire and prepare a simple, hot dish for lunch. It is an easy matter to fry up a hamburger or to grill a frankfurter. Or make a toasted cheese sandwich by simply frying a regular cheese sandwich on both sides in a little butter. Or try one of the aluminum foil tricks on pages 184-185.

If the weather is cold or rainy you will certainly want something hot. Nothing, then, quite like a bowl of piping-hot soup.

Soup. For one serving: ½ can condensed soup or ⅓ package of powdered soup. Dilute condensed soup with an equal amount of water; heat. Follow instructions on package for powdered soup.

Dinner or Supper in Camp

The evening meal is generally the main meal in camp. It will consist of a meat, poultry, or fish dish with a choice of vegetables, bread or biscuits, dessert, and beverage.

Prepare for yourself and a companion, from raw ingredients, a complete dinner of meat (or fish or poultry), vegetable, dessert, and bread (or biscuits, or twist baked on a stick).

Meat Cooking. There are many methods of cooking meat. Broiling is the fastest, stewing the slowest—keep that in mind when you plan your menu.

MEAT, BROILED—For one serving: ½ pound of meat. Use a wire broiler or a rustic broiler made from a green branch. Place the meat in the broiler and hold it about 4 inches above a bed of glowing coals. Broil until the meat is done to suit your taste. An inch-thick steak needs about 8 to 10 minutes on each side to be medium done.

MEAT, FRIED—For one serving: ⅓ pound of chopped beef or ½ pound of lamb or pork chops. Heat a small amount of grease in the pan, drop in patties of chopped meat or chops. Fry over a slow fire, turning occasionally. Chopped meat (hamburger) takes only a few minutes on each side, lamb chops 8 to 10 minutes, pork chops 12 to 15 minutes. Pork should always be well done.

MEAT, STEWED—For one serving: ¼ pound of beef, lamb, or veal; 1 onion; 1 carrot; 1 potato. Cut meat into ¾-inch cubes. Rub flour and salt into them and fry them in the pot in a little fat until brown. Add enough water to cover them. Bring the water to a boil, then move the pot to a spot over the fire where the meat can simmer for about 1 hour or until tender. About 30 minutes before meat is done, season with a pinch of salt and add the peeled and cut-up vegetables. Continue simmering until vegetables are done.

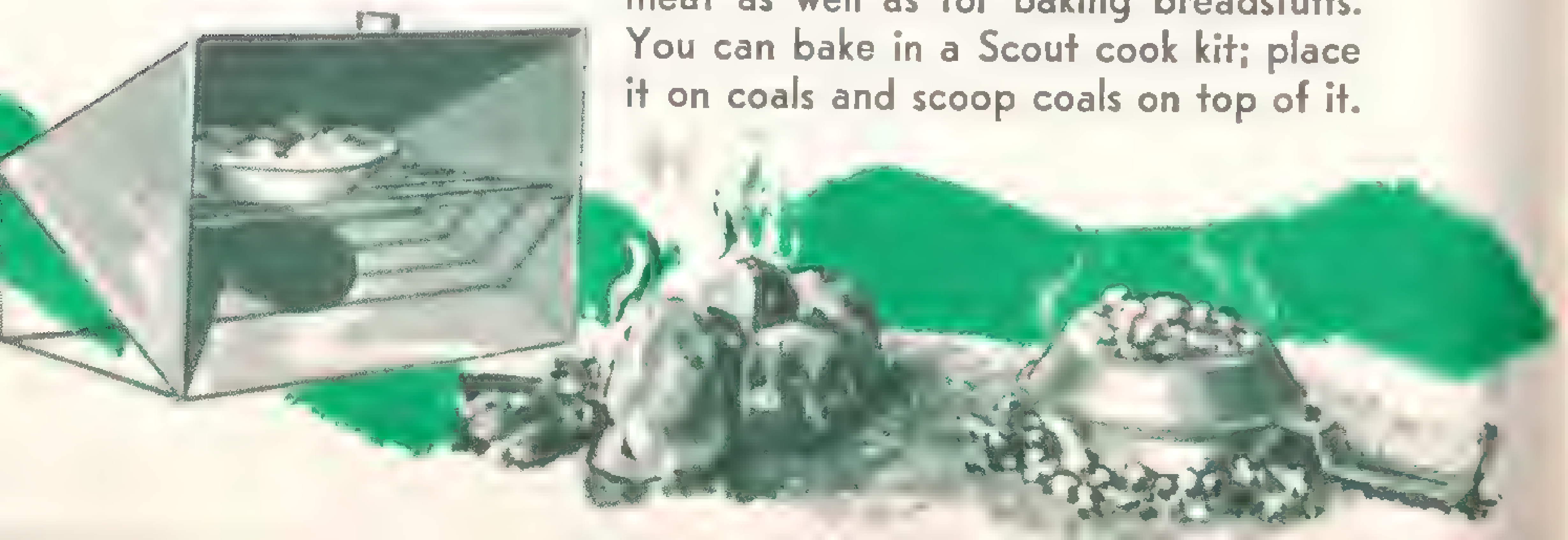
Chicken, fried—For one serving: half a frying chicken. Cut chicken into two or three pieces and roll in flour. Fry in hot grease, turning occasionally, until all pieces are a golden brown. Cover the bottom of the pan with water, put on a lid and steam over low fire for about 30 minutes until done.

Fish. Clean the fish first. Remove scales by scraping with a blunt knife from tail toward head. Cut the spine just behind the gills. Tear the head off with a slow forward motion—the entrails will come out with it. Slit open the belly and clean the inside. Cut off fins and tail.

Fish, fried—For one serving: ⅓ to ½ pound of fish. Cut the spine of a small fish in several places to prevent it from curling up in the pan. Cut larger fish in pieces, or filet them by removing backbone and skin. Wipe the fish dry with a cloth. Roll in flour Fry in a small amount of butter or fat until golden brown.

Fish, boiled—For one serving: ⅓ to ½ pound of fish. Drop into salted, boiling water. Boil gently until the fish can be picked easily from the bones.

Vegetables. Potatoes, boiled — For one serving: 2 to 3 medium-sized potatoes. Peel and quarter potatoes. Drop them into enough water to cover them. Add ½ teaspoon of salt. Boil gently for about 20 minutes. Test with a fork—if it goes in easily, the potatoes are done. Pour off the water and place pot close to fire to permit remaining water to evaporate.



Reflector oven can be used for roasting meat as well as for baking breadstuffs. You can bake in a Scout cook kit; place it on coals and scoop coals on top of it.

Potatoes, home fried—For one serving: 2 to 3 medium-sized potatoes. Boil the potatoes first, as described above. Let boiled potatoes cool. Cut in slices and fry in hot fat until brown. Fry sliced onions with the potatoes if you like.

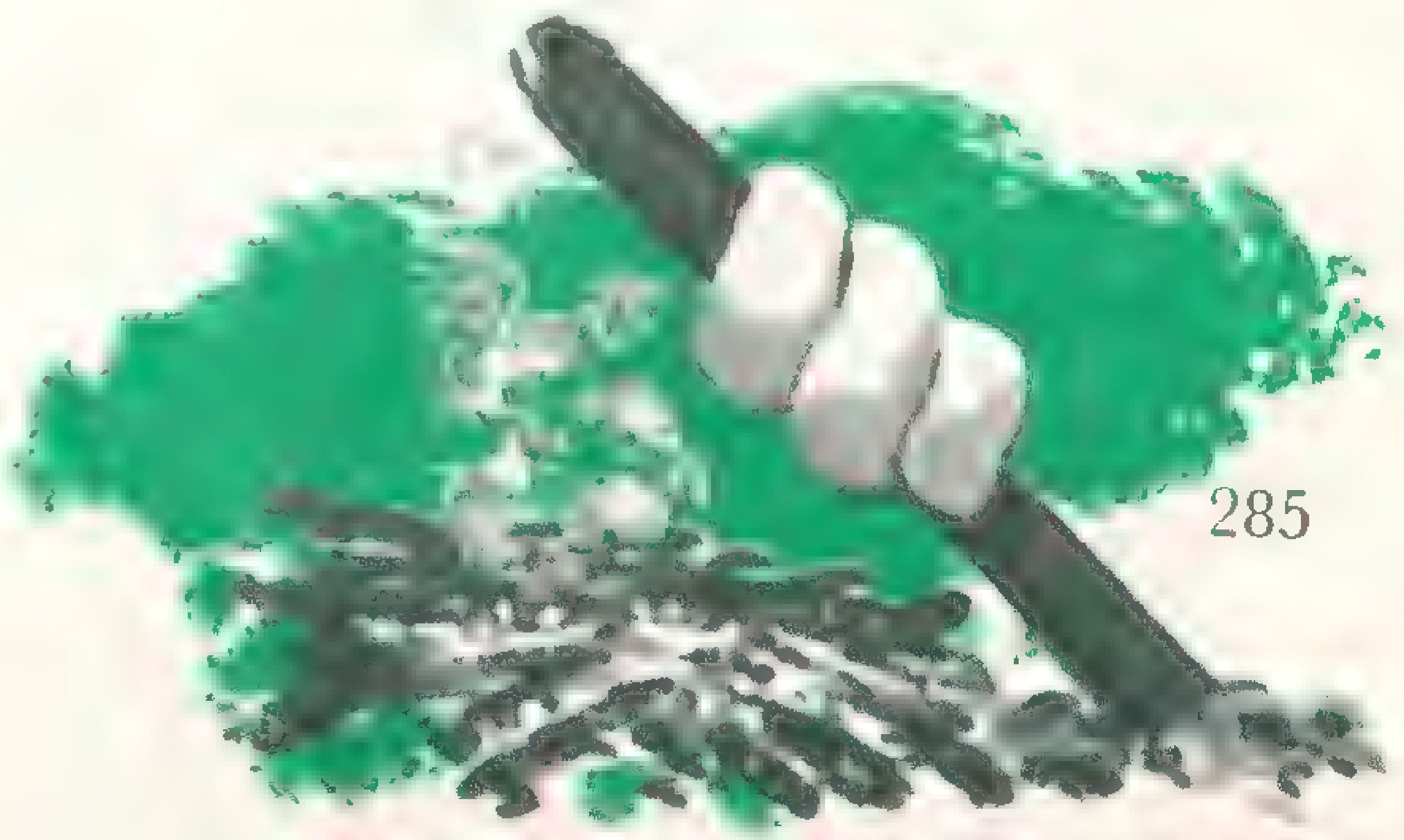
Potatoes, mashed—For one serving: 2 to 3 medium-sized potatoes. Boil the potatoes as described on page 284. When done, mash with a milk bottle. Add a lump of butter, pinch of salt, and 1 or 2 tablespoons of milk. Beat up the mixture with a fork. Or, instead of boiling potatoes, use powdered instant potatoes and follow the directions on the box.

Vegetables, boiled—For one serving: a quarter of a small head of cabbage; 1 to 2 medium carrots; 2 ears of corn; 2 to 3 ounces of string beans; 2 to 3 ounces of shelled peas. Or ½ cup of canned vegetables. Clean the vegetables and cut them in appropriate pieces if necessary. Cook in as little water as possible. Cook quickly without violent boiling and without a lid on the pot. Canned vegetables are simply heated. Fresh cabbage cooks in about 7 to 12 minutes, carrots in 25 minutes, corn on the cob in 6 to 10 minutes, peas in 15 minutes, string beans in 30 minutes.

Breadstuffs. Biscuits—For one serving: ½ cup of ready-mixed biscuit flour. Follow directions on the package for mixing the dough. Divide the dough into three or four parts and pat into biscuits about ½ inch thick. Place the biscuits on the greased pan of a reflector oven and bake in front of a steady fire for about 15 minutes. Test by pushing a straw into one of the biscuits—if the straw comes out clean, the biscuits are done.

Twist—For one serving: ½ cup of ready-mixed biscuit flour. Make the dough right in your flour bag. Make a hole in the center of the flour and pour in a small amount of water. Stir until the dough has formed. Shape the dough into a long sausage and

It is easy to make bread in camp in the form of twist. Shape dough into a sausage, twist it around stick, bake it over the coals.



twist this around a stick as thick as your thumb. Push the stick in the ground close to the fire. Turn occasionally and bake until done.

Desserts. FRUITS — For one serving: See amount for fresh, canned, or stewed fruits on page 279. Remember that watermelon is in season during summer camp! So are different kinds of berries.

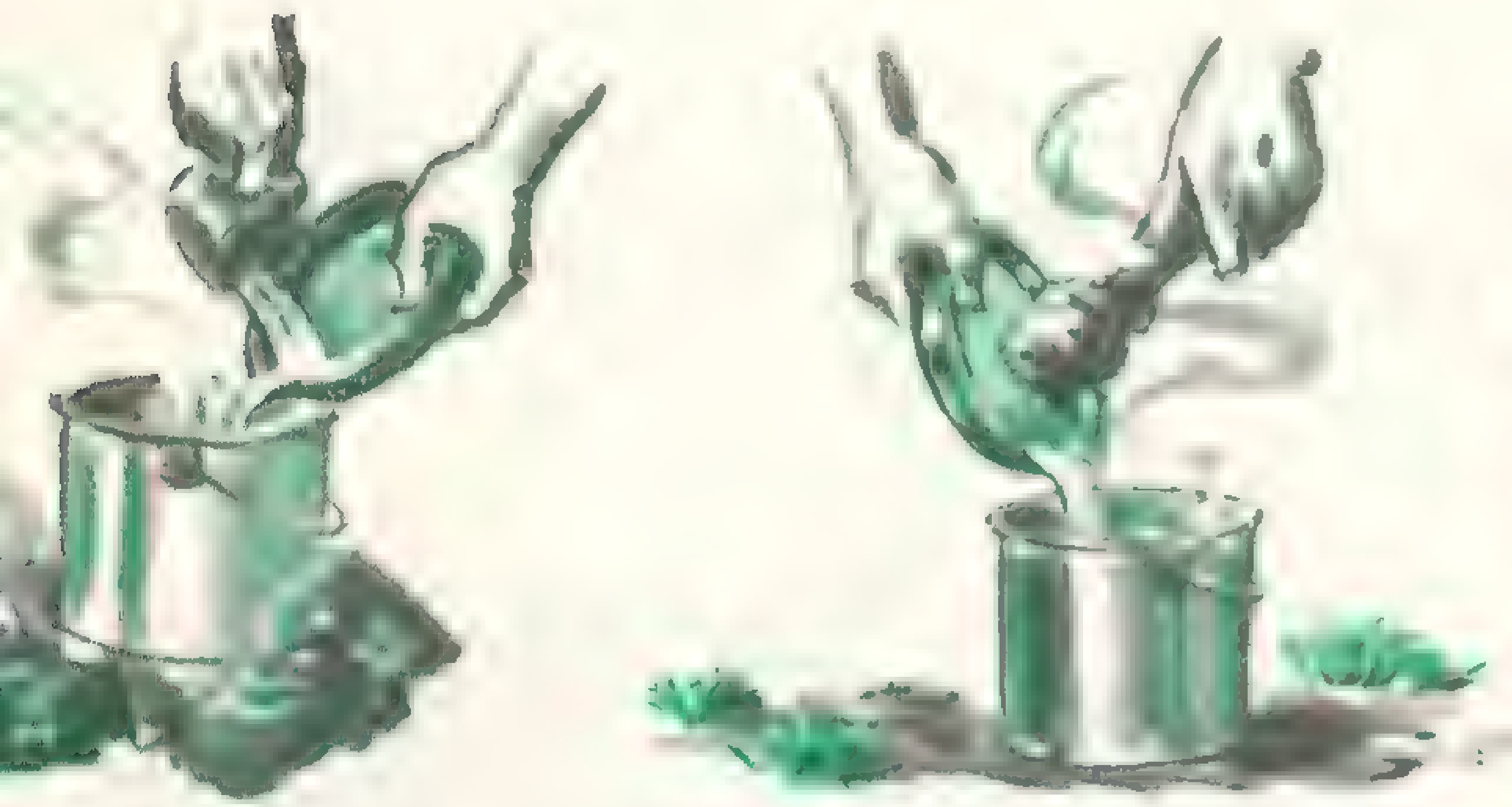
PUDDING—For one serving: ⅓ package of instant pudding powder. Follow recipe on the box.

CAKE, COOKIES—For one serving: 2 ounces of cake or cookies.

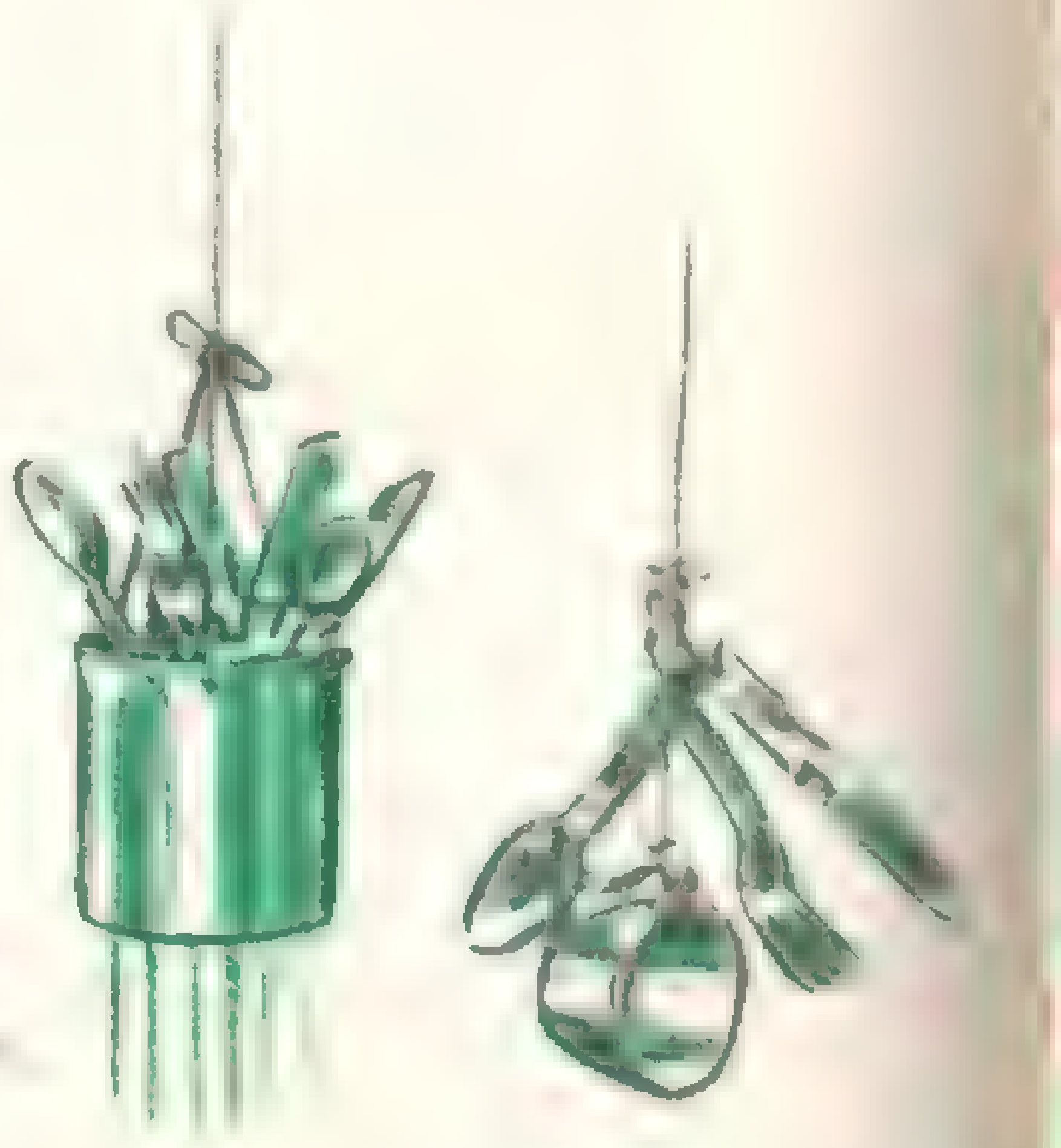
APPLE BETTY—For one serving: ½ cup apple sauce, ¾ cup corn flakes, sugar to taste. Put layer of applesauce in bottom of flat pan or bowl. Cover with layer of corn flakes. Sprinkle with sugar. Add more layers. Finish with a thin layer of corn flakes. Eat as is, or, if you have a reflector oven, dot with butter and bake for around 30 minutes.

MAGIC LEMON PUDDING—For one serving: Mix ¼ can sweetened condensed milk with the juice of ¼ lemon. You'll be surprised at what happens. To vary, add a handful of crushed graham or chocolate crackers or ginger snaps.

SHORTCAKE—For one serving: ½ cup of ready-mixed biscuit flour, 2 teaspoons of sugar. Prepare the dough according to directions on the package, but with the sugar added. Make into two biscuits and bake in a reflector oven (see BISCUITS, page 285). Serve with crushed, sweetened berries.



Use hot water for dishwashing. Wash in part of the water with detergent. Use rest for rinsing.



Sterilize tableware in hot water.

Cleanup

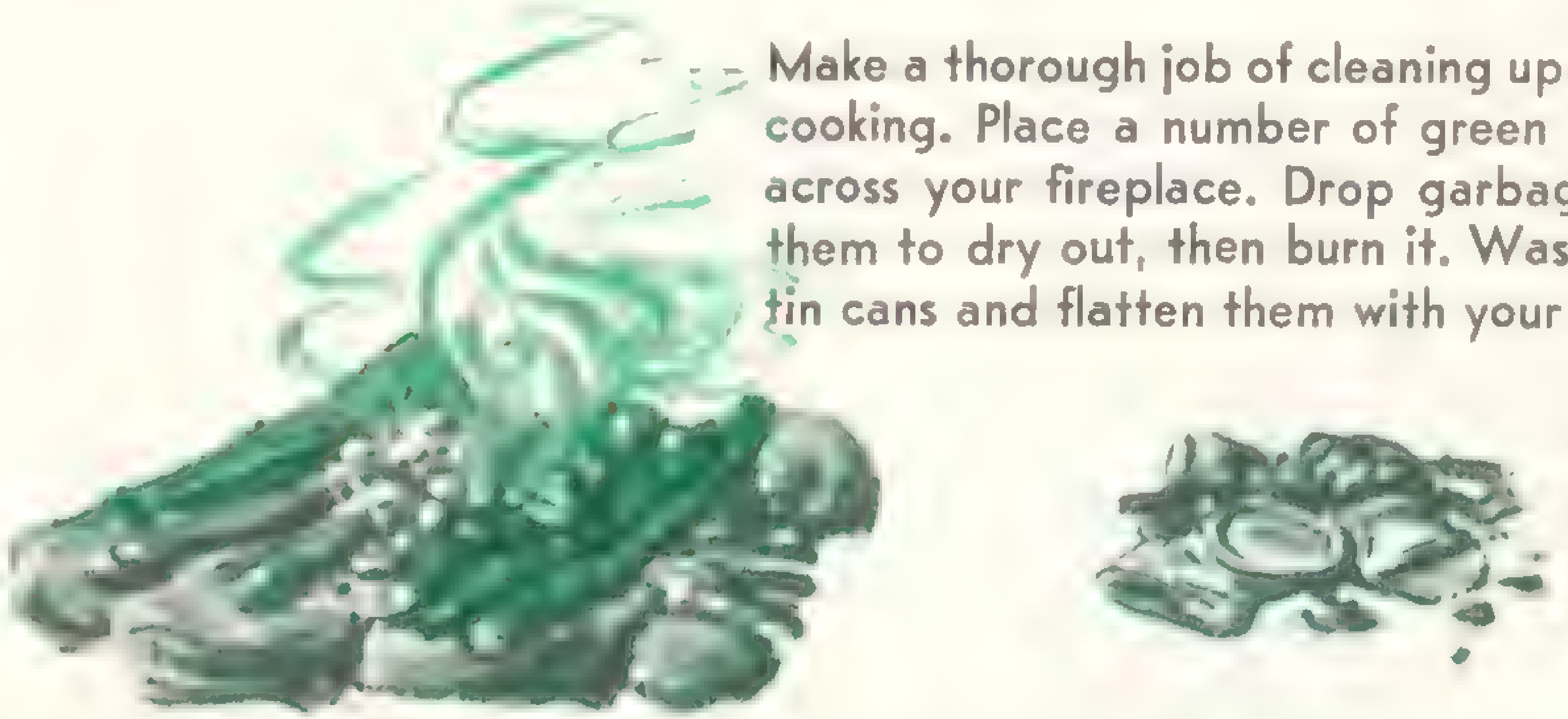
Clean up thoroughly after camp cookery.

Get the cleanup out of the way as soon as you have eaten.

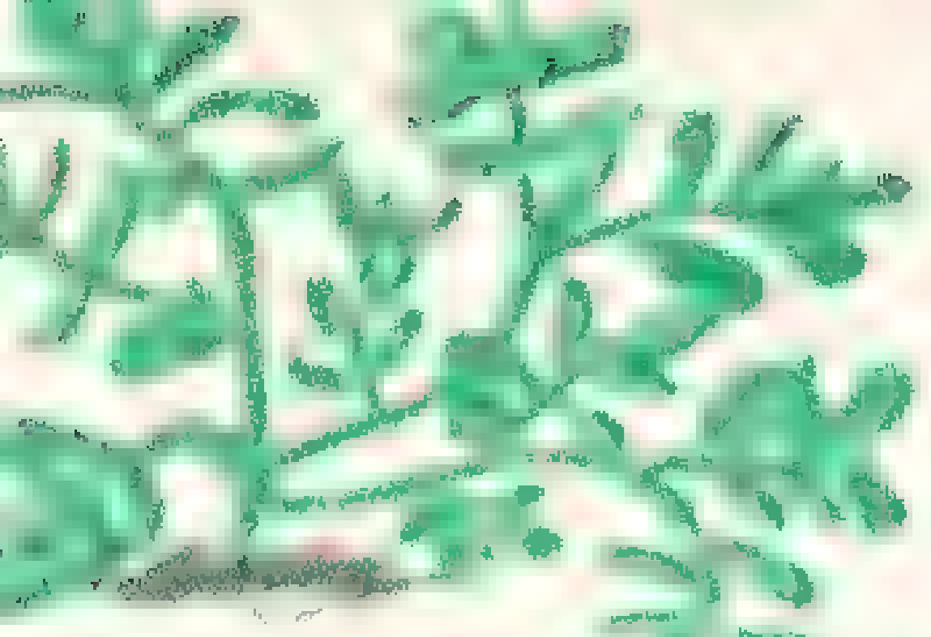
The smart thing is to put a pot of water over the fire the minute the food is cooked—it will be hot by the time you are ready to wash dishes, pots, and pans. Wash the dishes in part of the hot water with soap or detergent, use the rest of the water for rinsing and scalding.

Get rid of the garbage. Burn whatever will burn at one end of the fire. Wash out cans and flatten them. Wash out empty jars. Dispose of washed-out cans and jars as described on page 269.

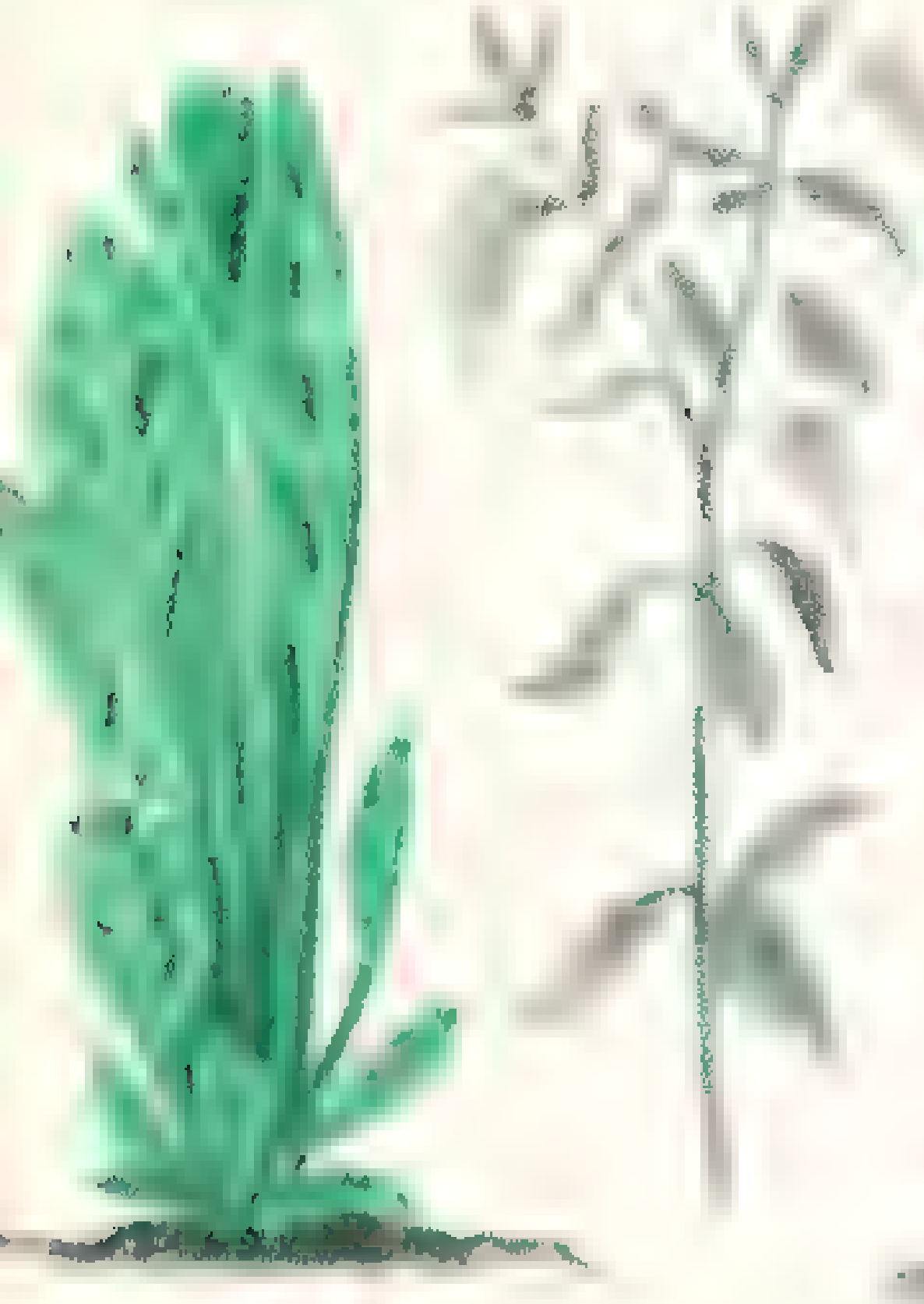
Put out the fire. Straighten up the camp kitchen so that it is in good shape for the next meal.



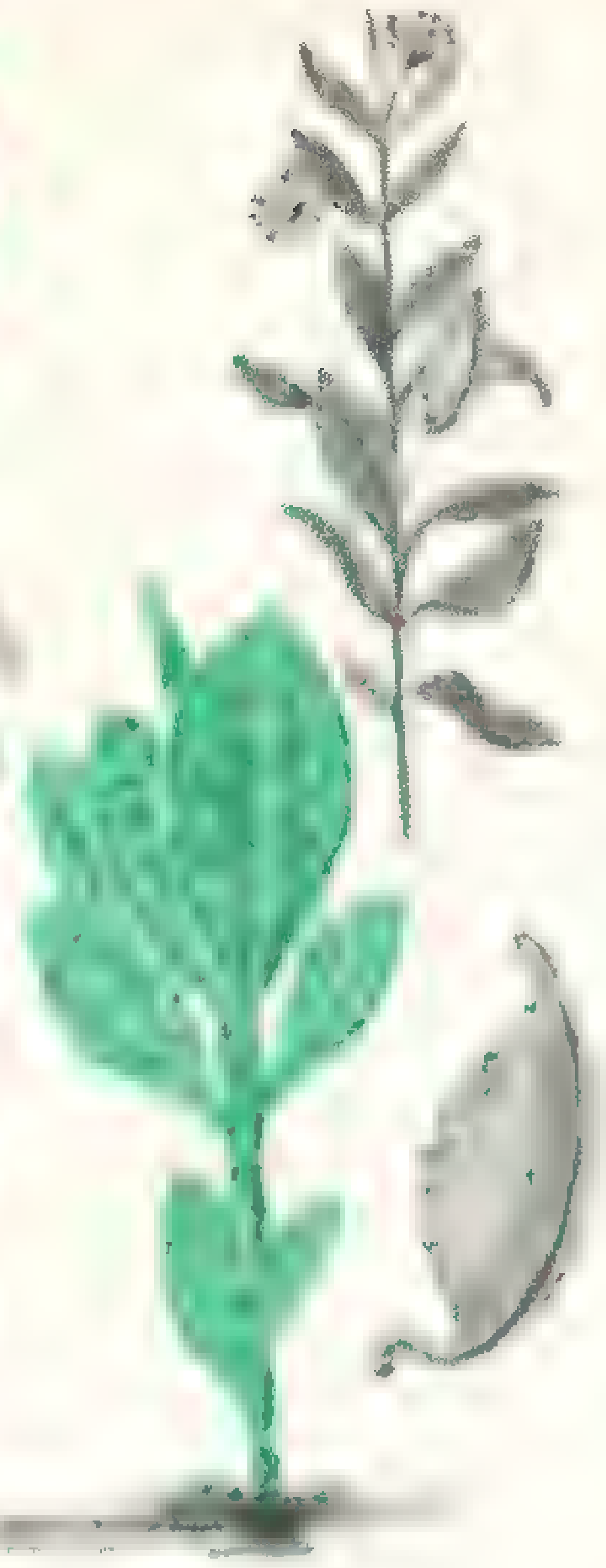
Make a thorough job of cleaning up after cooking. Place a number of green sticks across your fireplace. Drop garbage on them to dry out, then burn it. Wash out tin cans and flatten them with your heel.



Purslane



Pokeweed



Milkweed

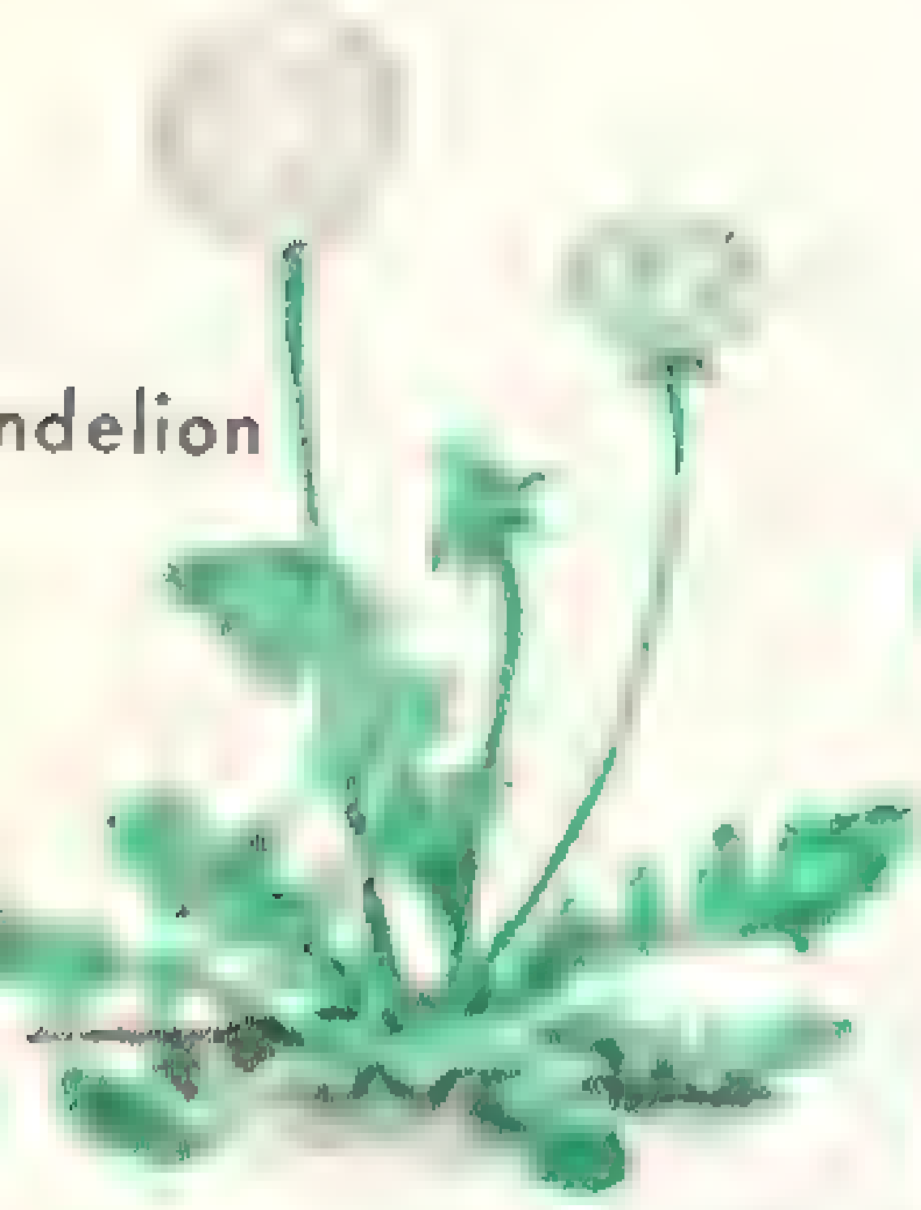
Edible Wild Plants

In addition to the foodstuffs you bring from home you may be able to use foodstuffs that nature provides. It is a lot of fun to try to live off the land—making a meal of the fish you catch and the edible wild plants you find around camp.

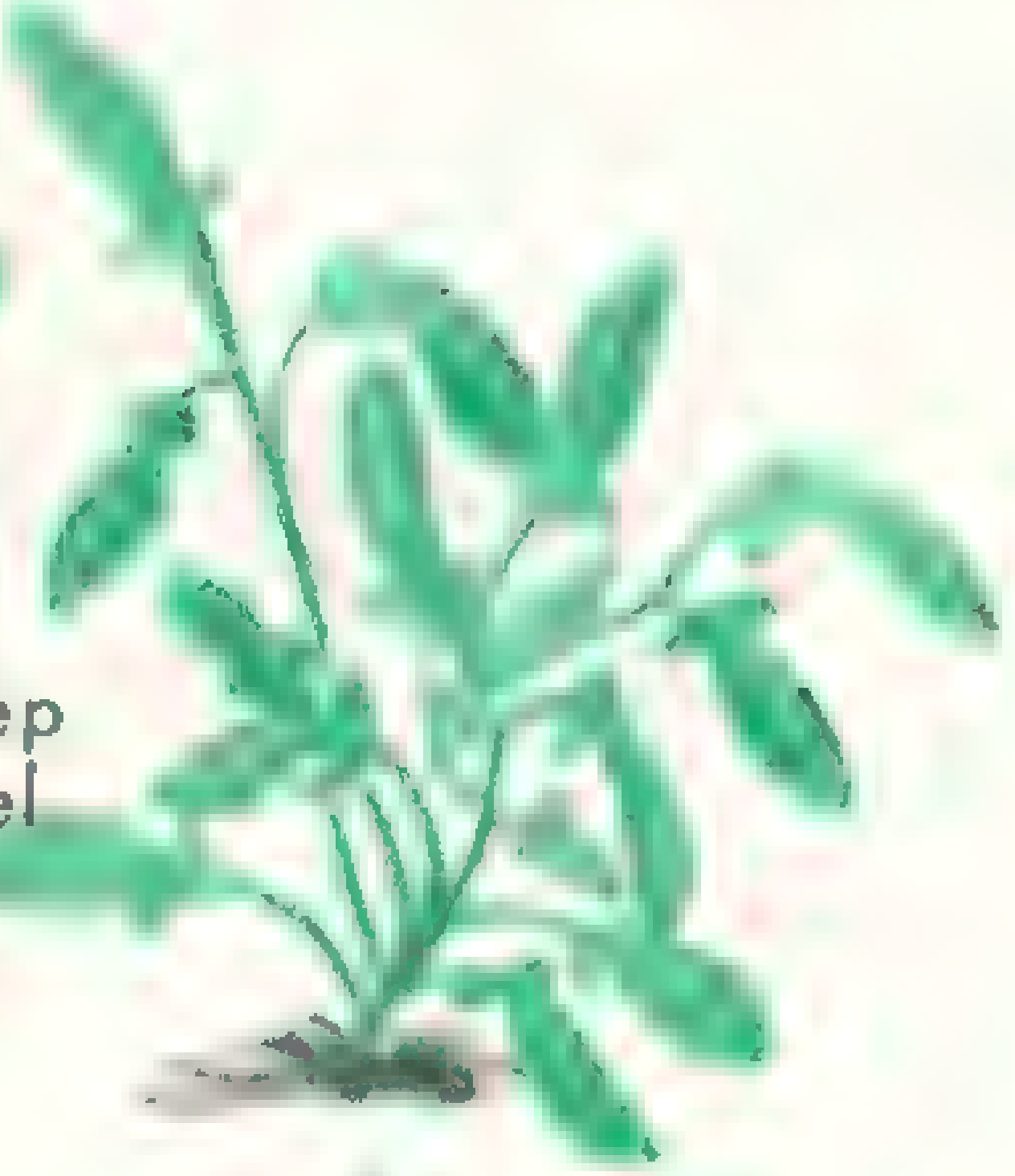
Find at least four different edible wild greens, roots, or fruits. Tell what they are and how to prepare them for eating.

SALADS AND GREENS

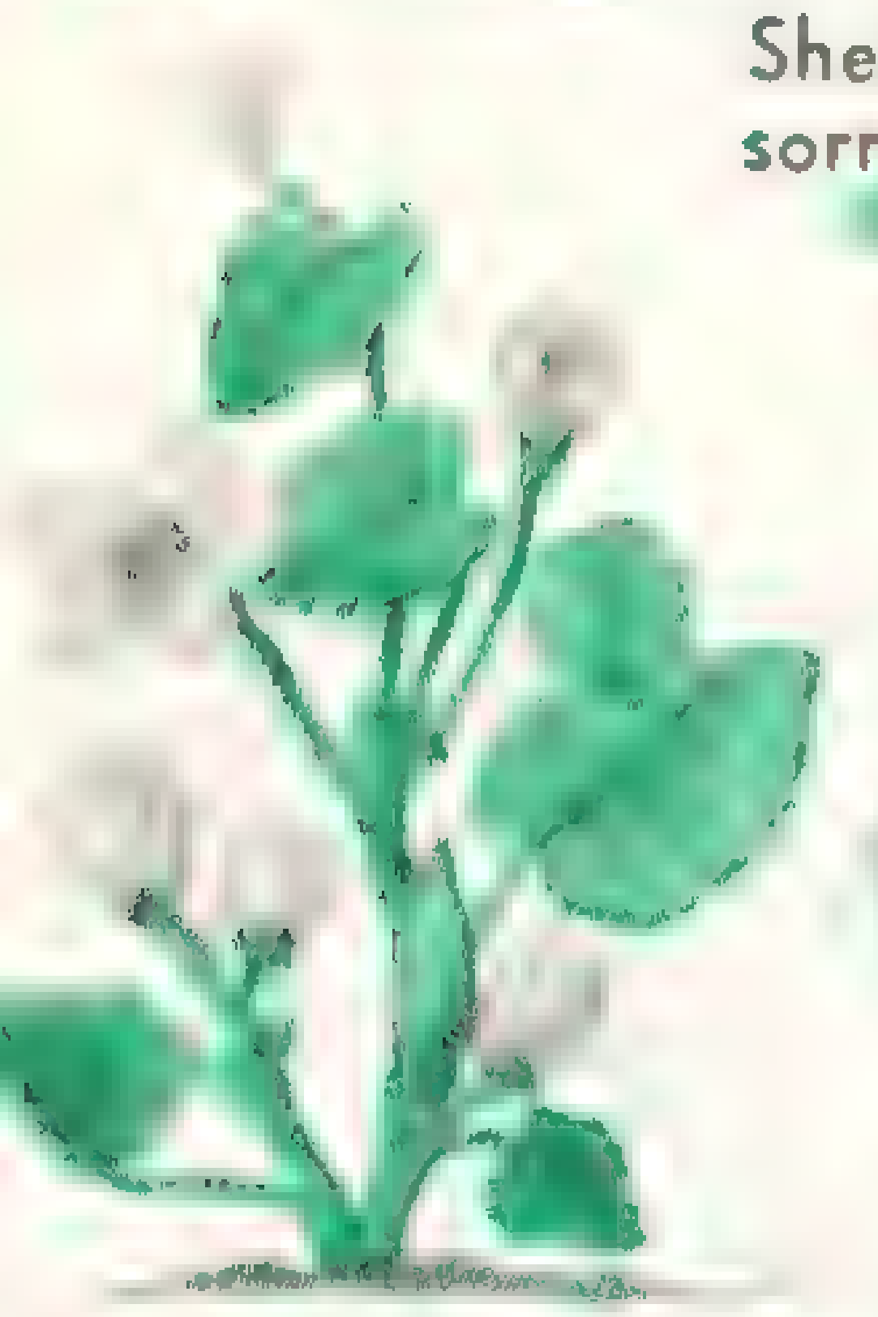
Salads and Greens. The woods and the fields are full of wild materials for salads and leafy, green vegetables.



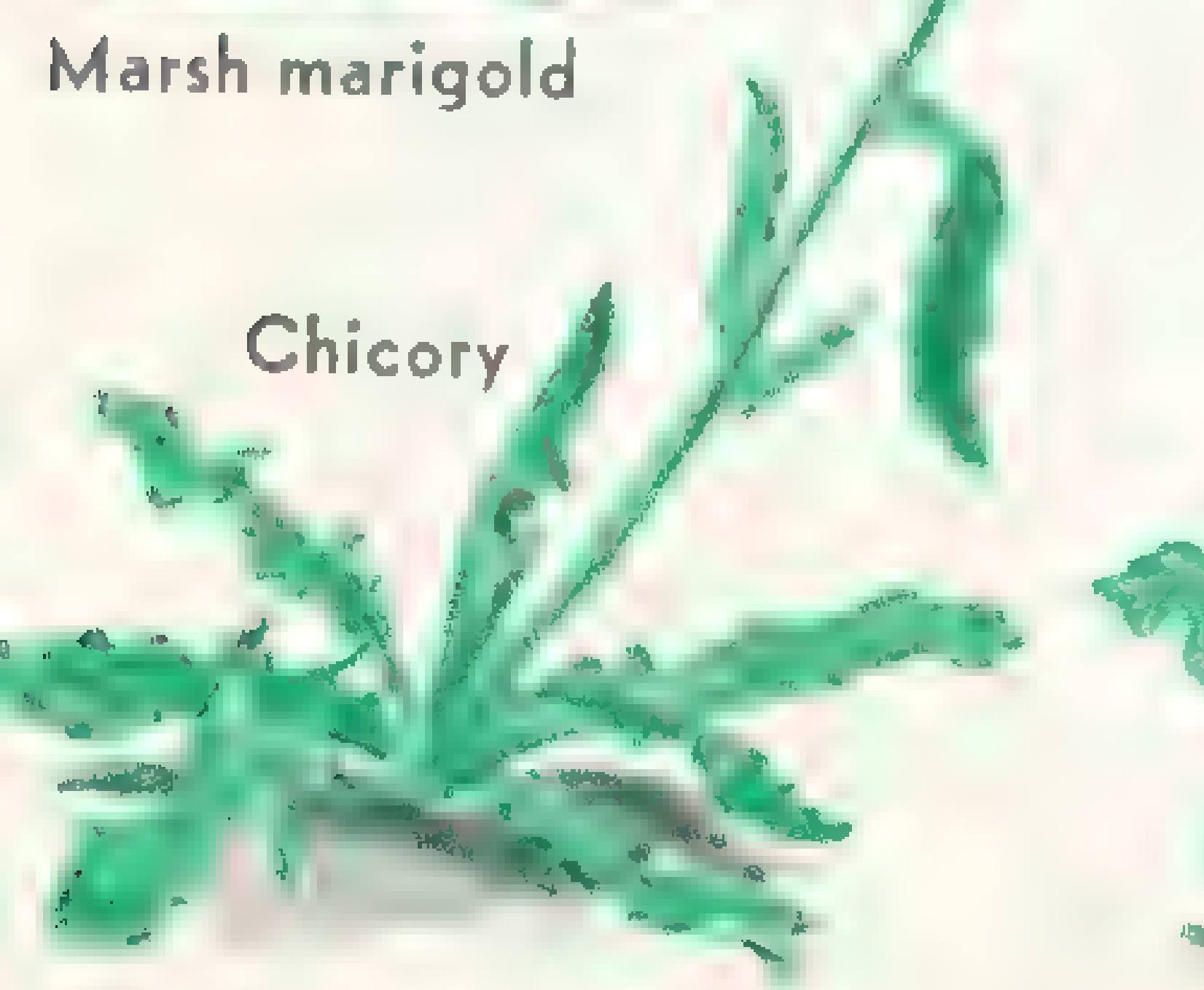
ndelion



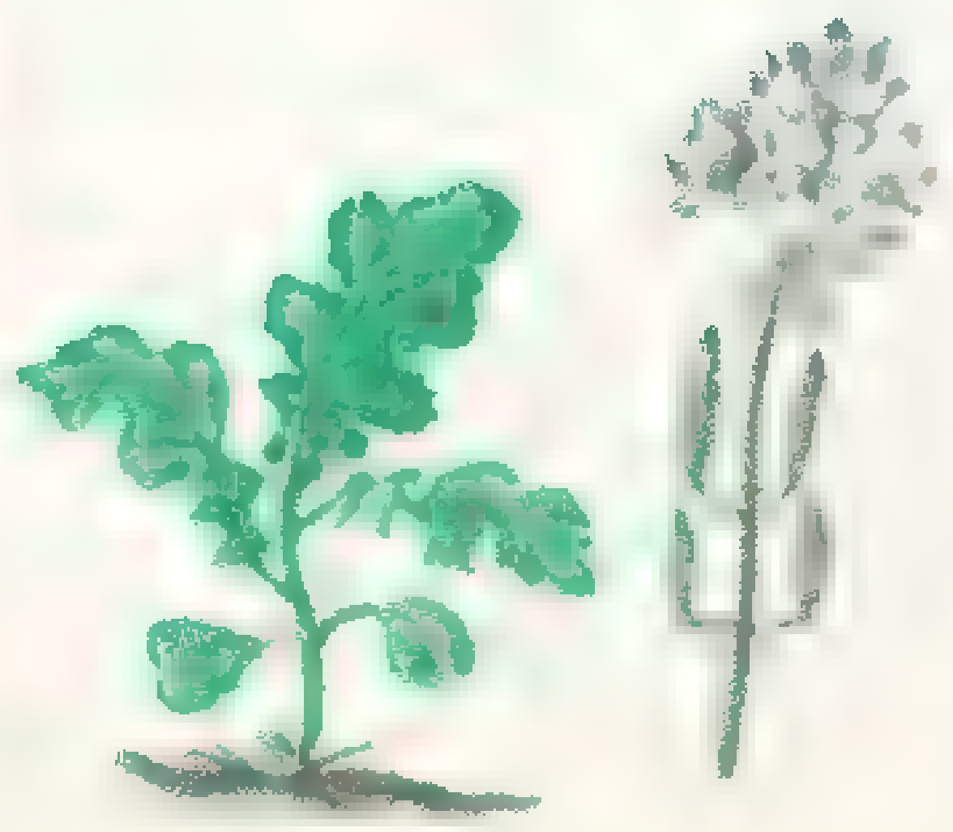
Sheep sorrel



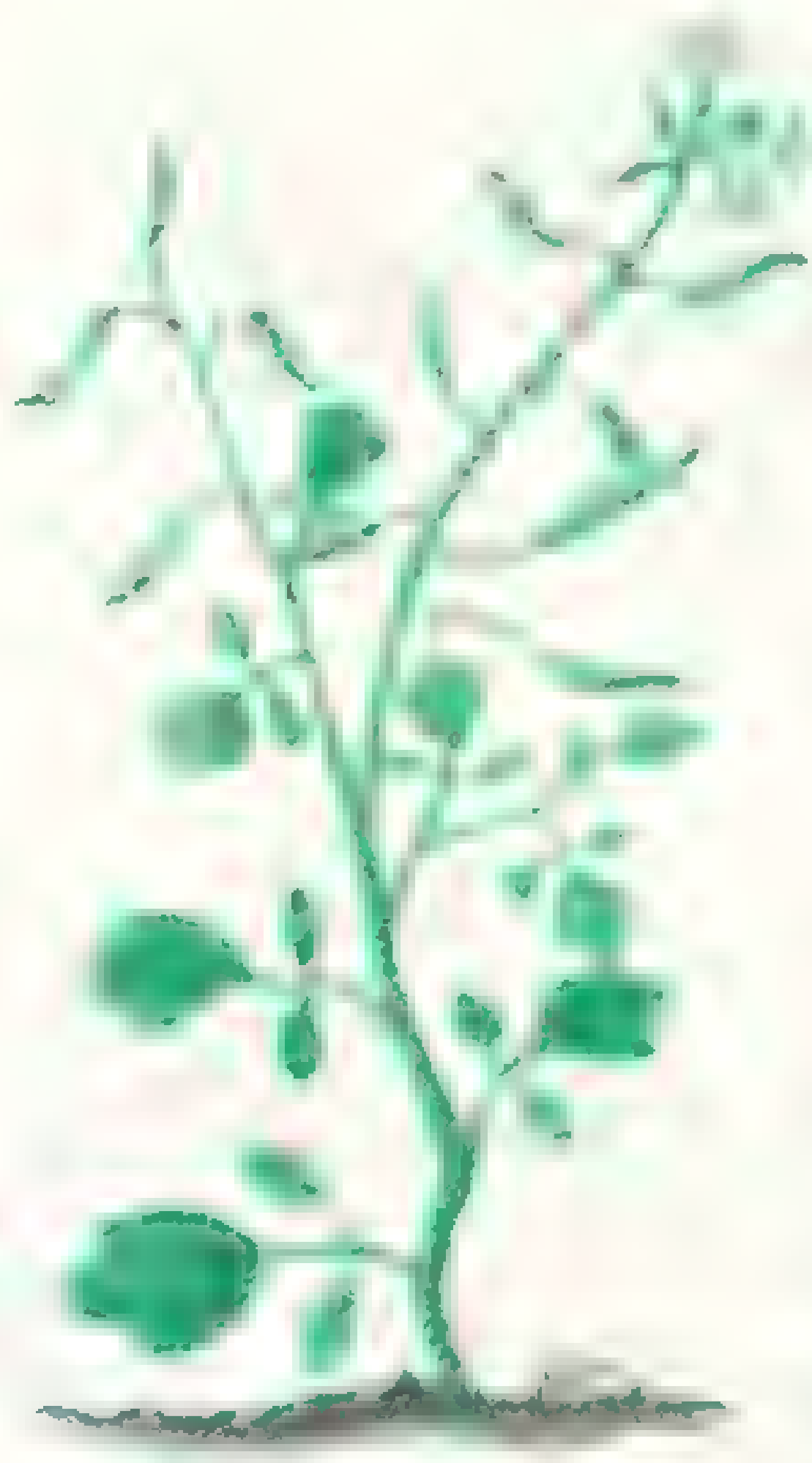
Marsh marigold



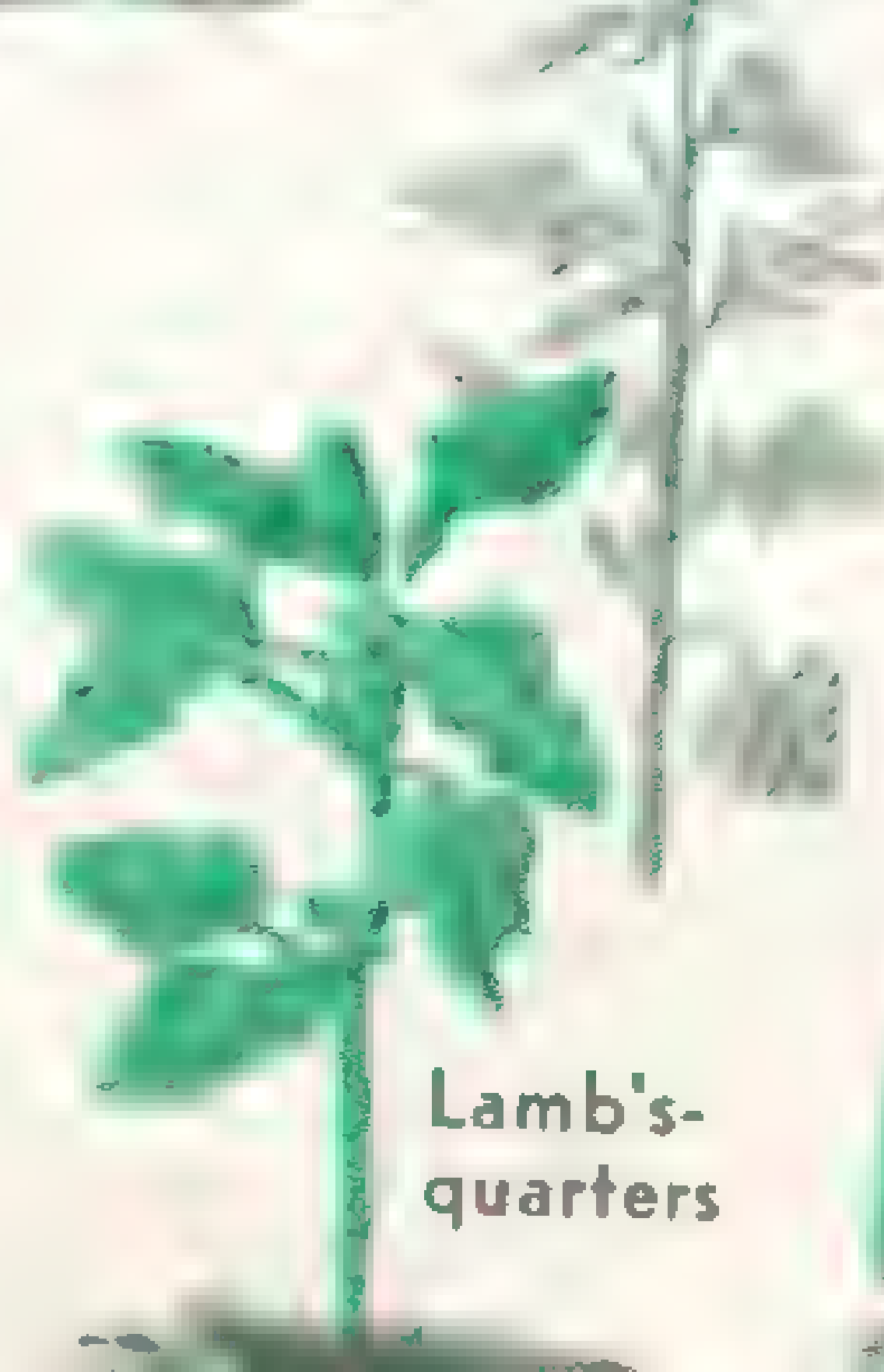
Chicory



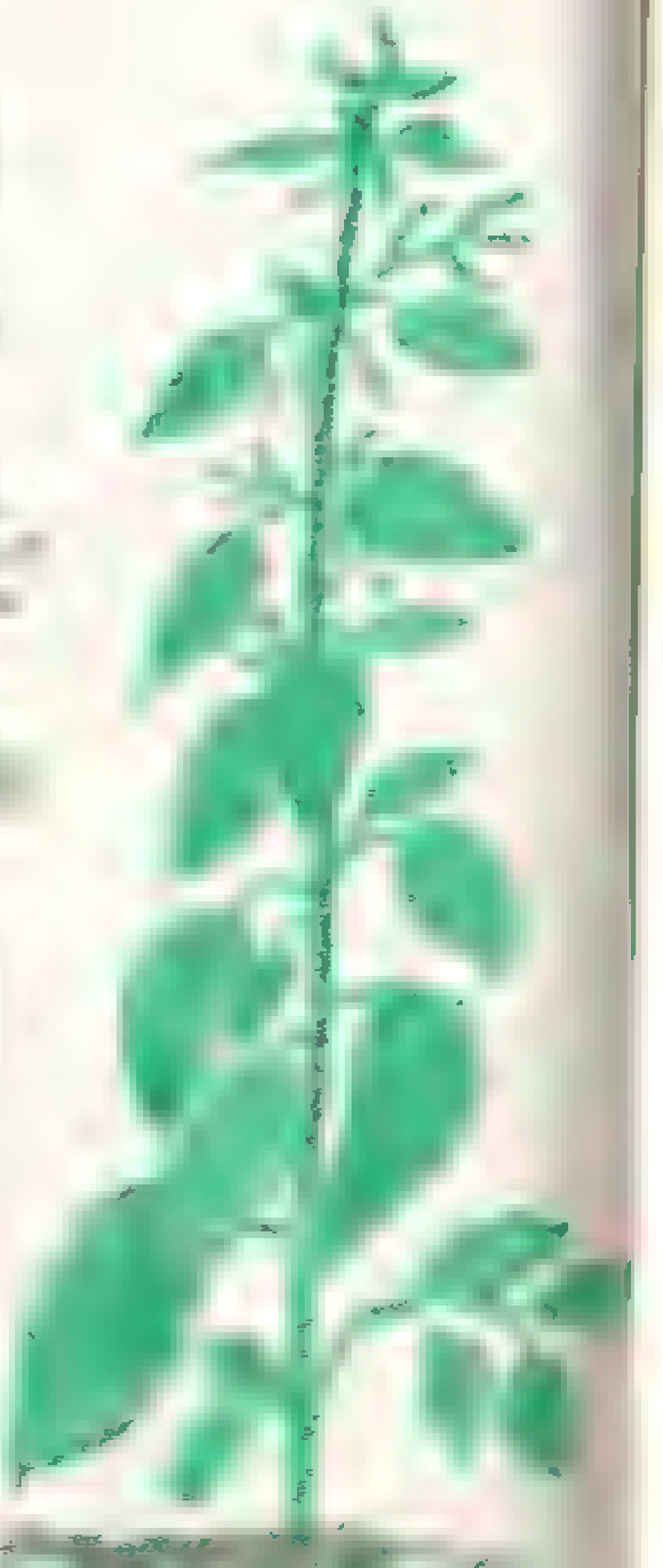
Black mustard



Water cress



Lamb's-quarters

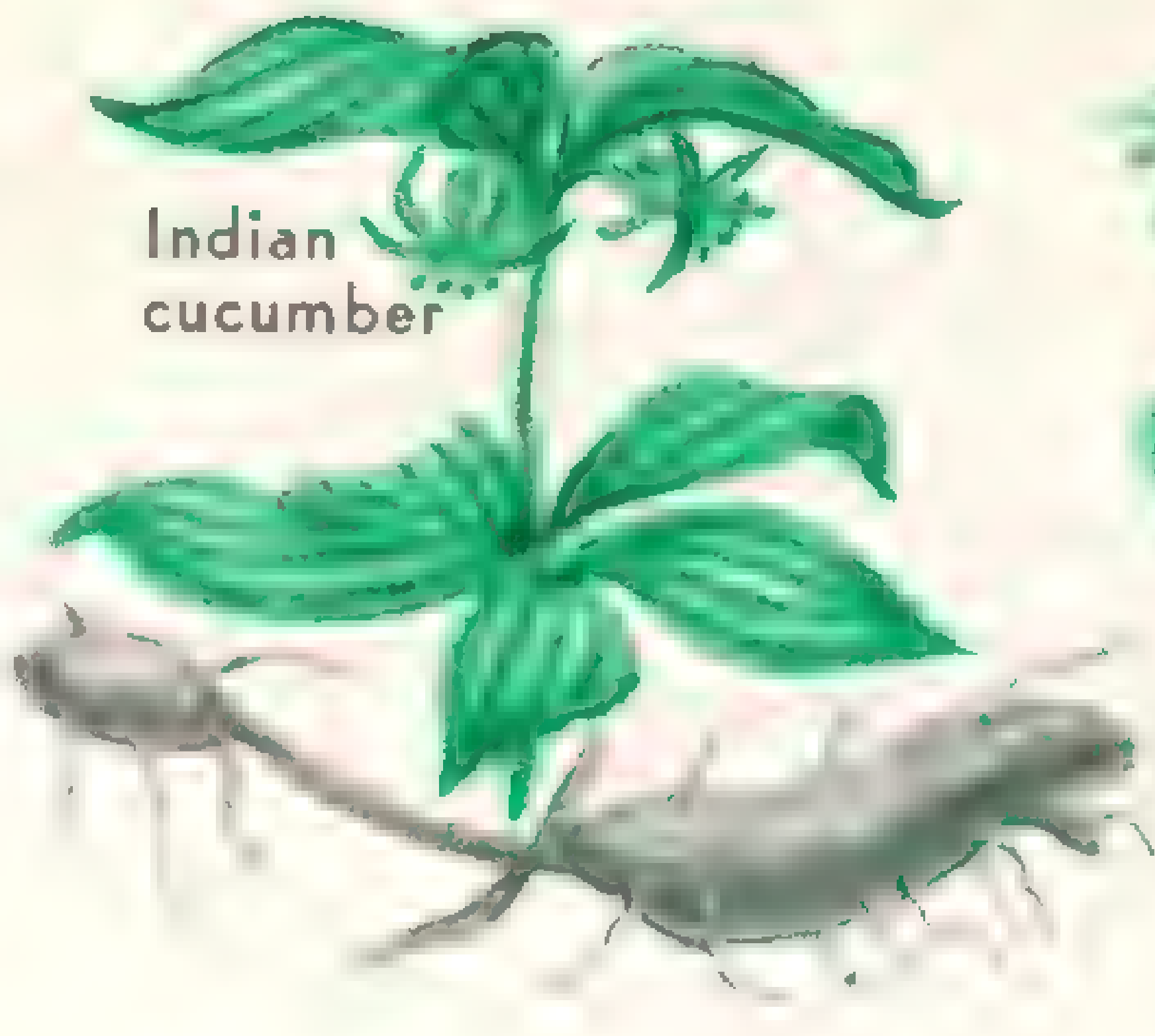


Stinging nettle

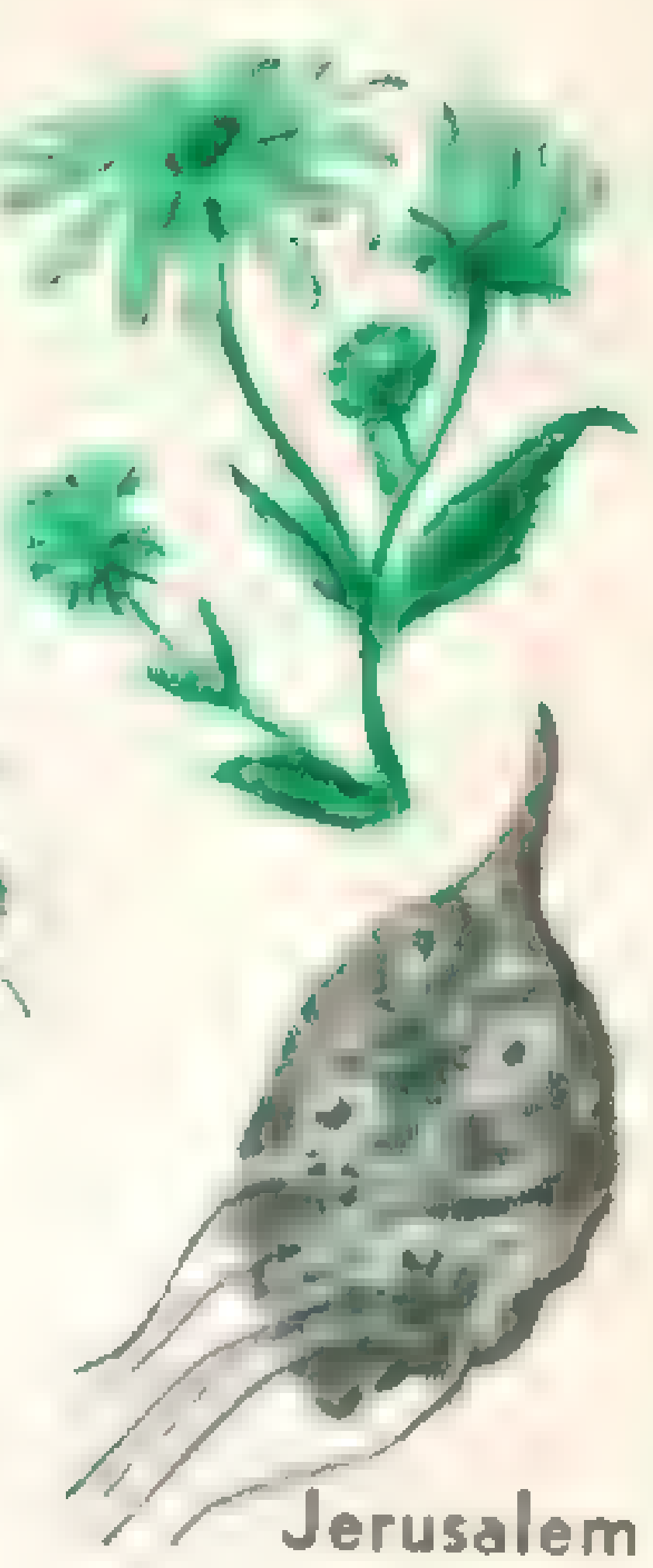
Water cress and sheep sorrel can be eaten raw. Other greens need to be cooked.

In the spring, cut the shoots of pokeweed and common milkweed when they are just a few inches high. Boil them in enough water to cover. When almost done, pour off the water, pour in fresh water, and boil again until tender. Serve like asparagus.

The same method of boiling in two changes of water is used for the tender tops of lamb's-quarters and stinging nettle, the young stems and leaves of marsh marigold and purslane, the young leaves of curled dock, black mustard, chicory, and dandelion. If you can't find enough of one variety, mix several kinds.



Indian cucumber

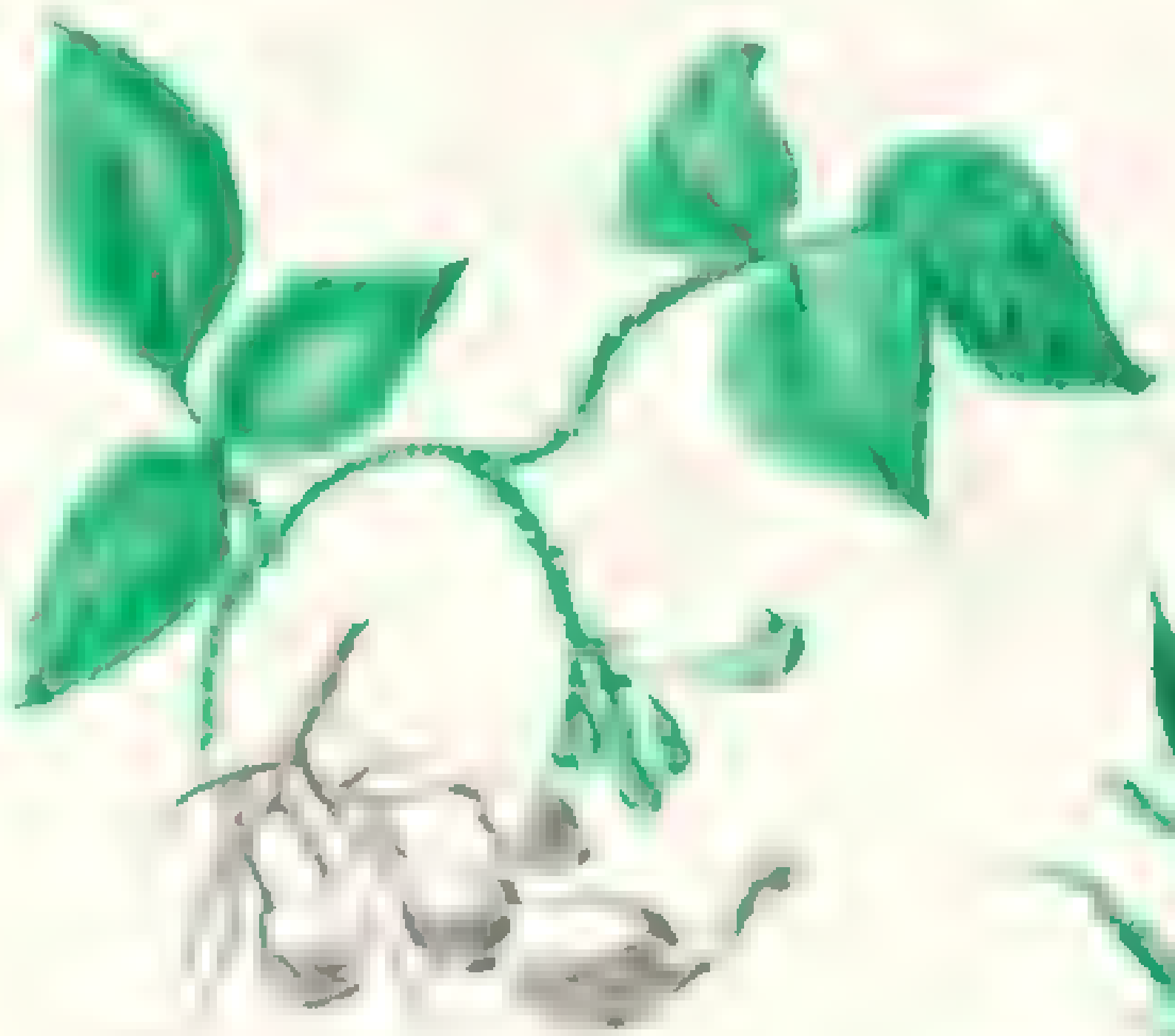


Jerusalem artichoke

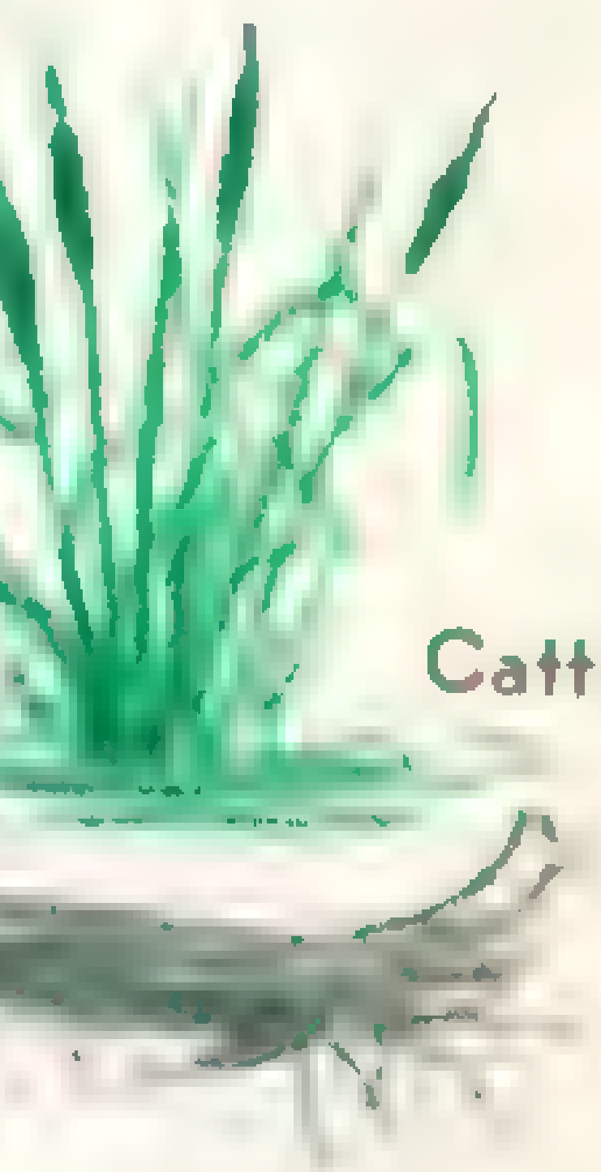
ROOTS AND TUBERS

Edible Roots and Tubers. The crisp roots of Indian cucumber can be munched "as is." They have a pleasant, cucumbery flavor.

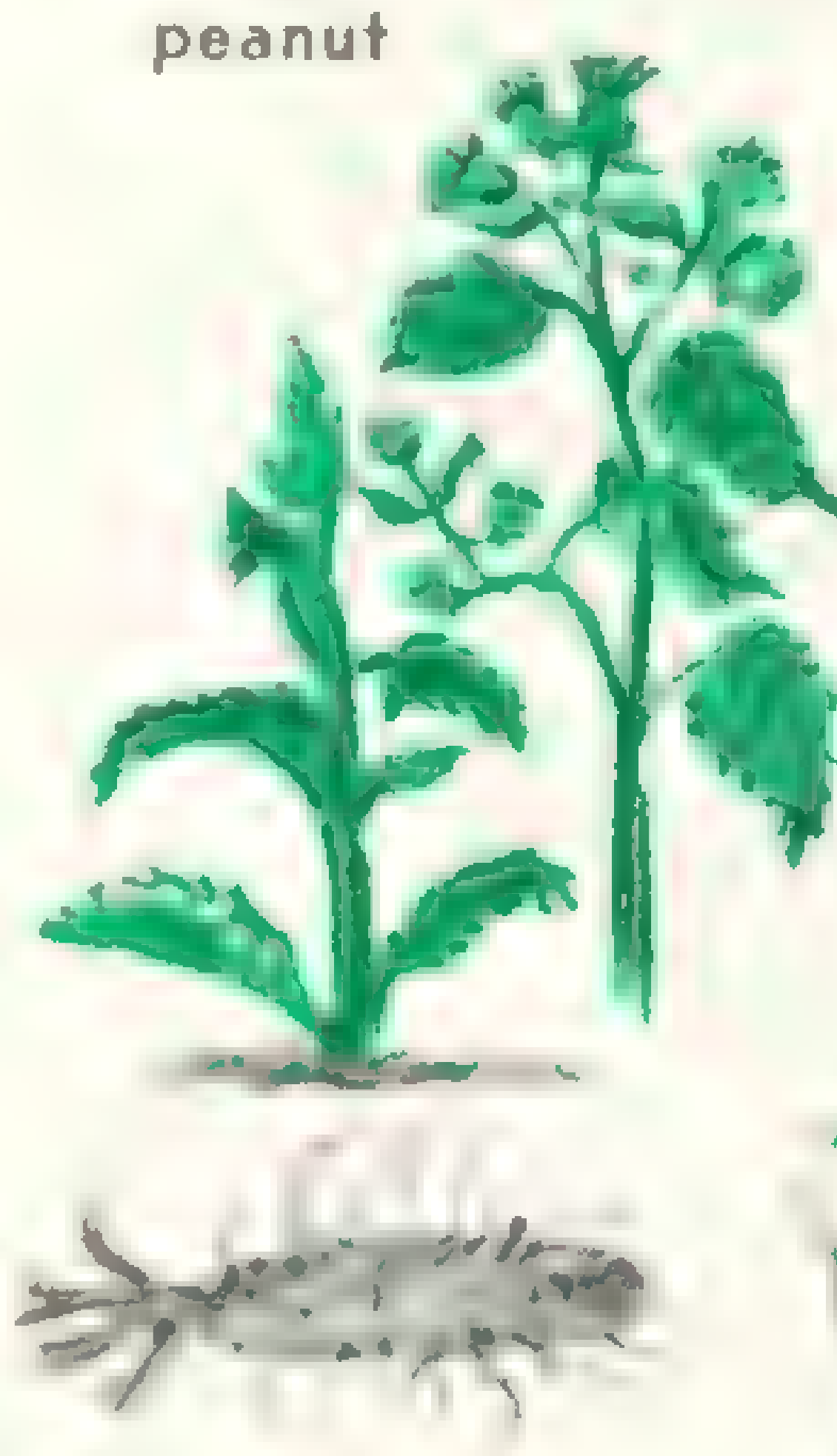
You'll get plenty of nourishment from the roots or tubers of arrowhead, cattail, prairie apple,



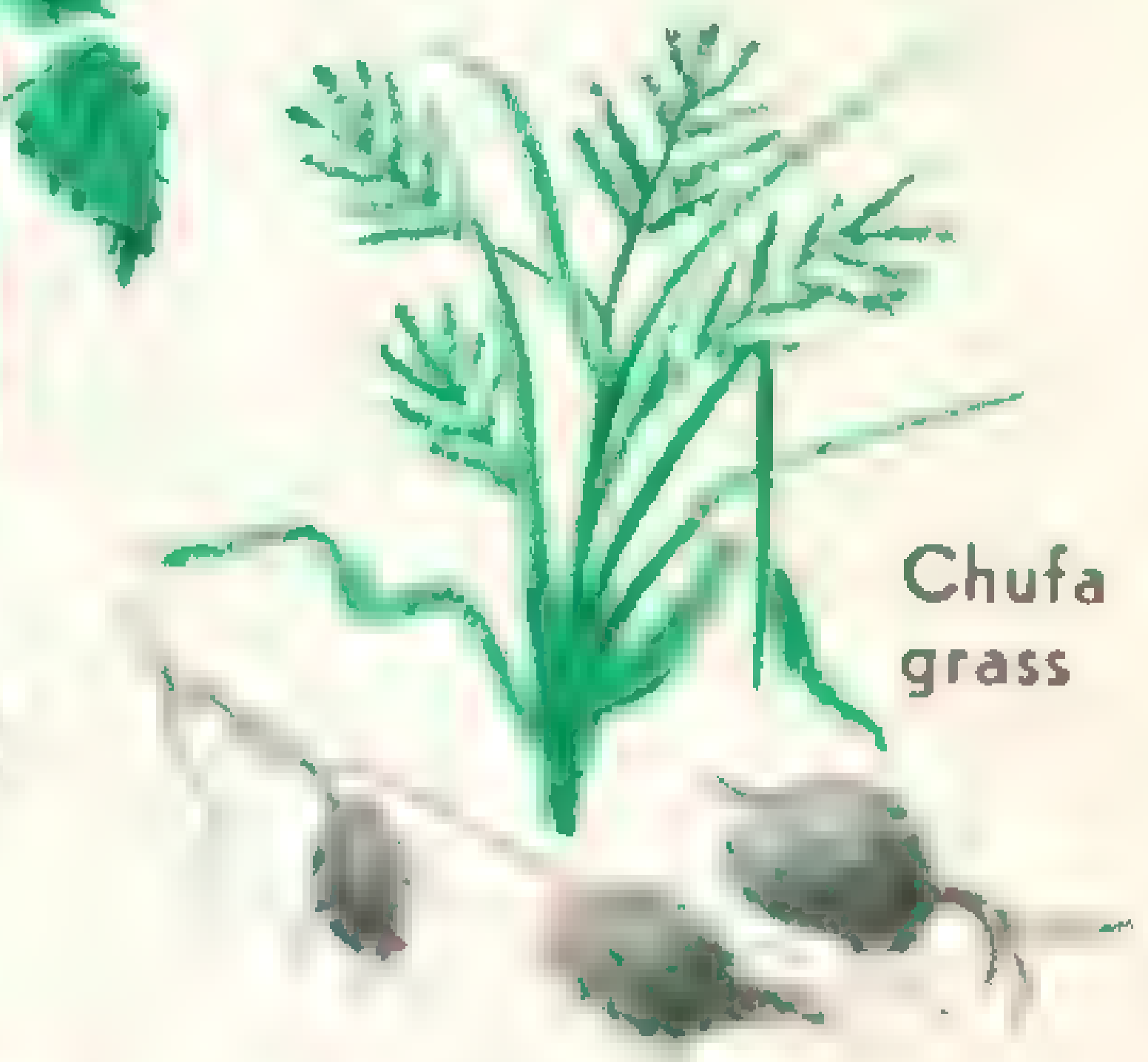
Hog peanut



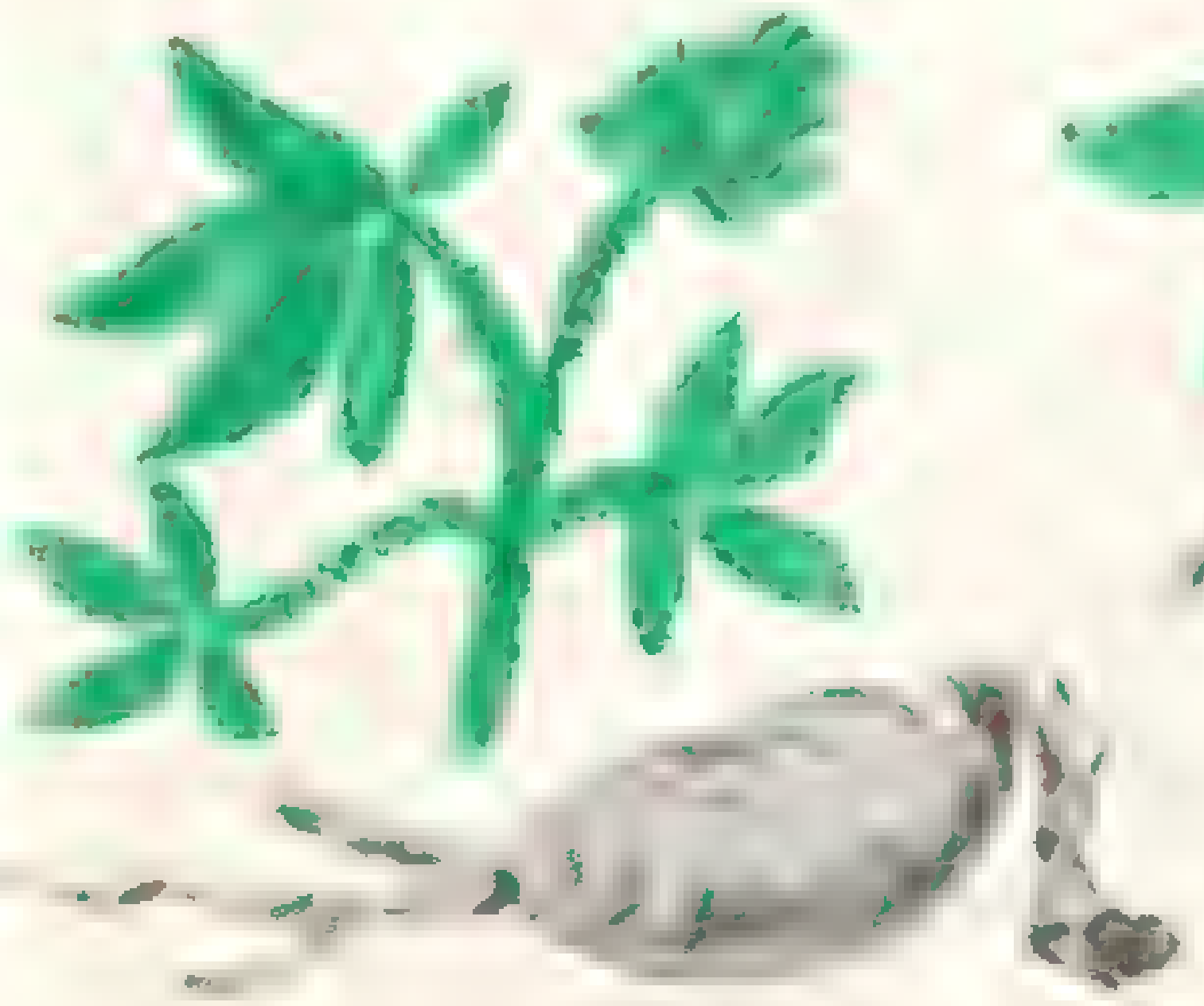
Cattail



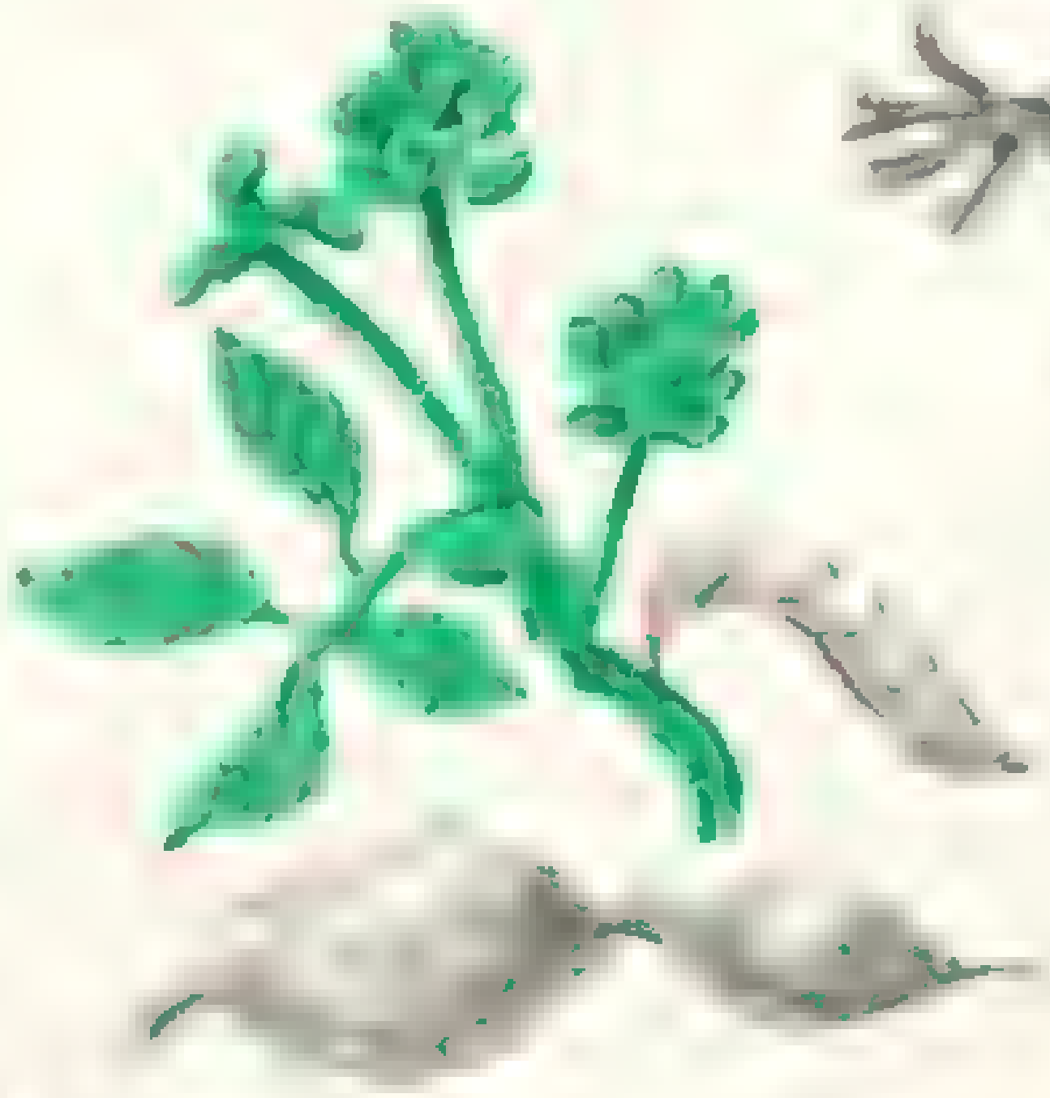
Burdock



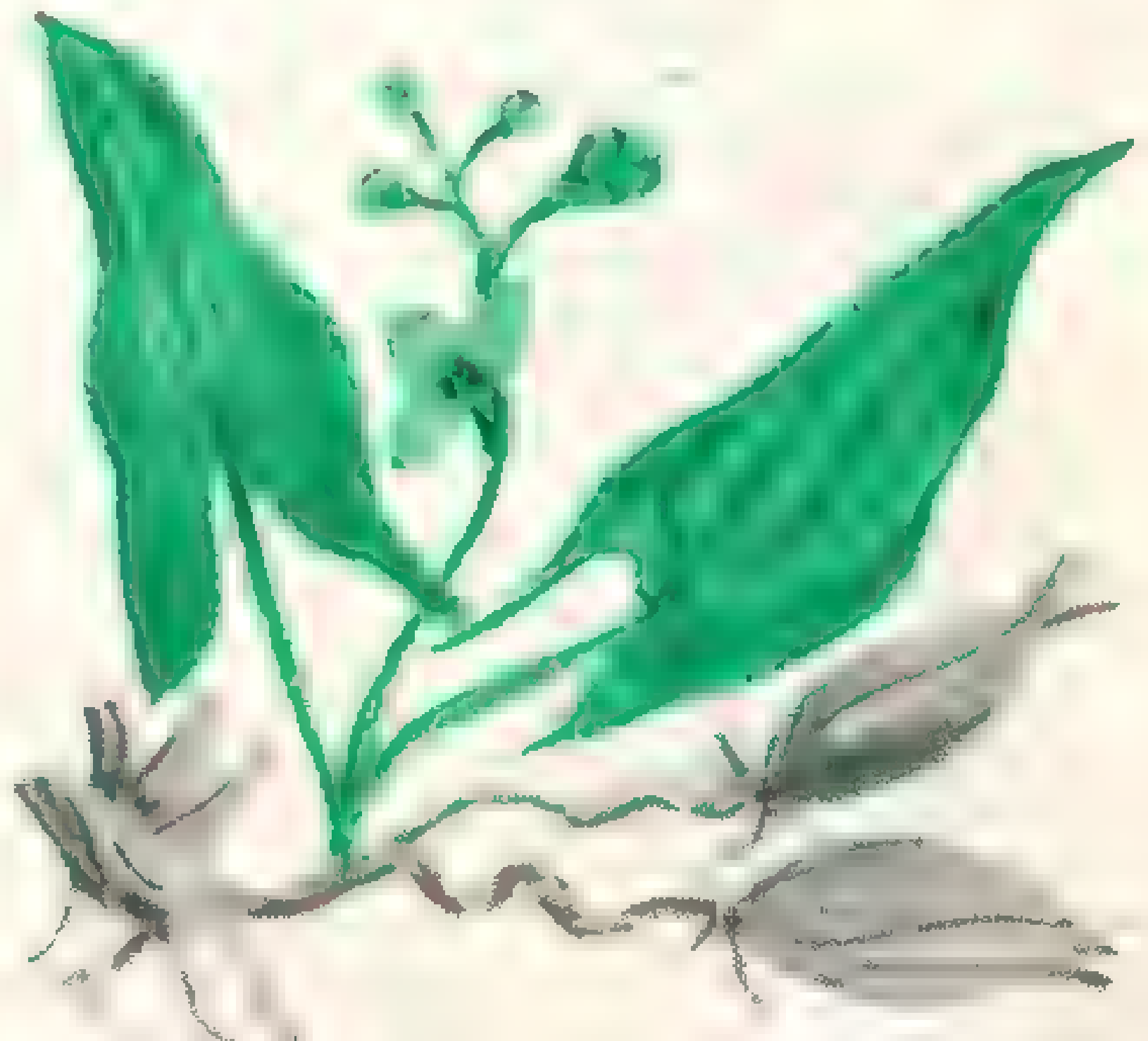
Chufa grass



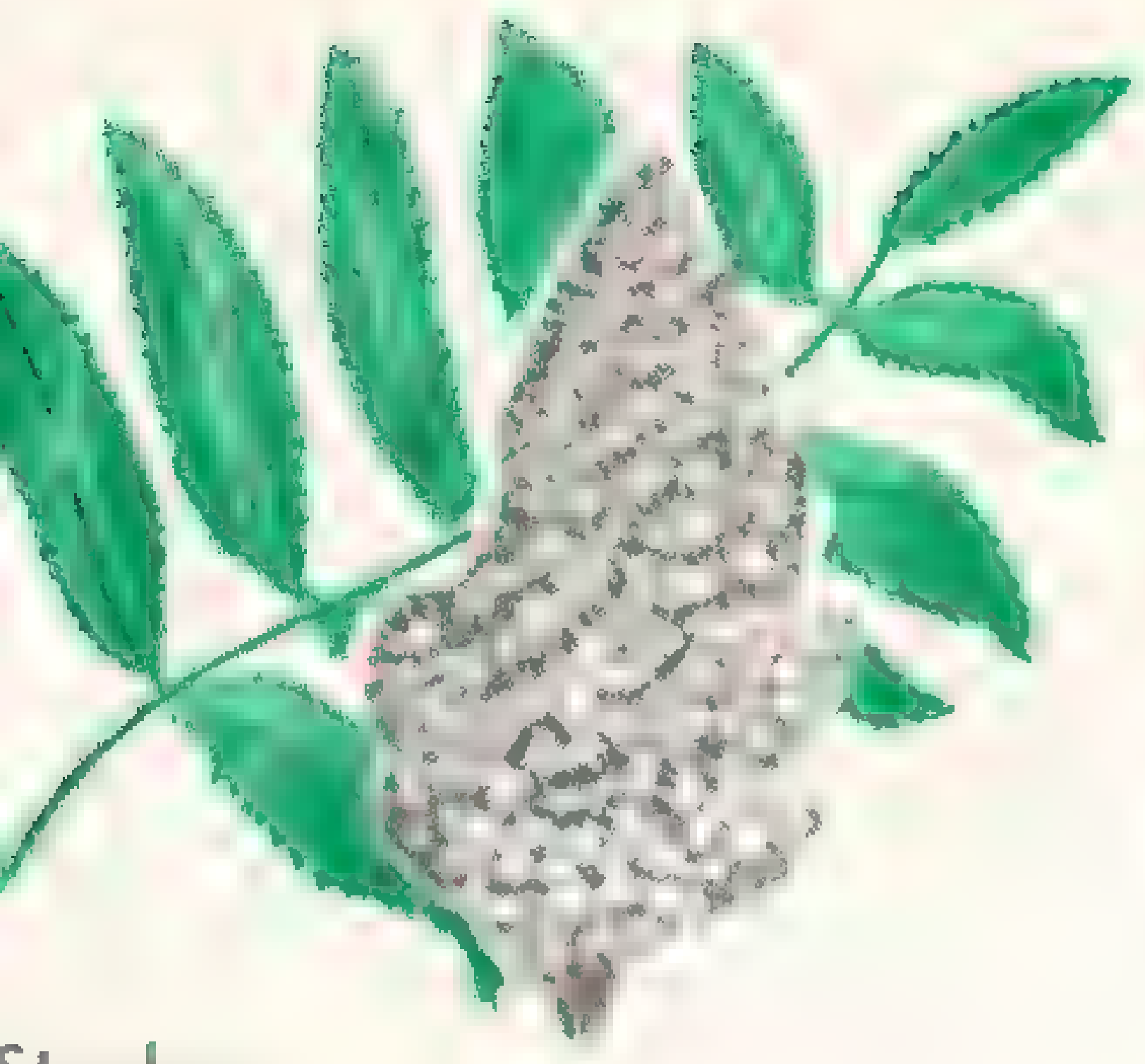
Prairie apple

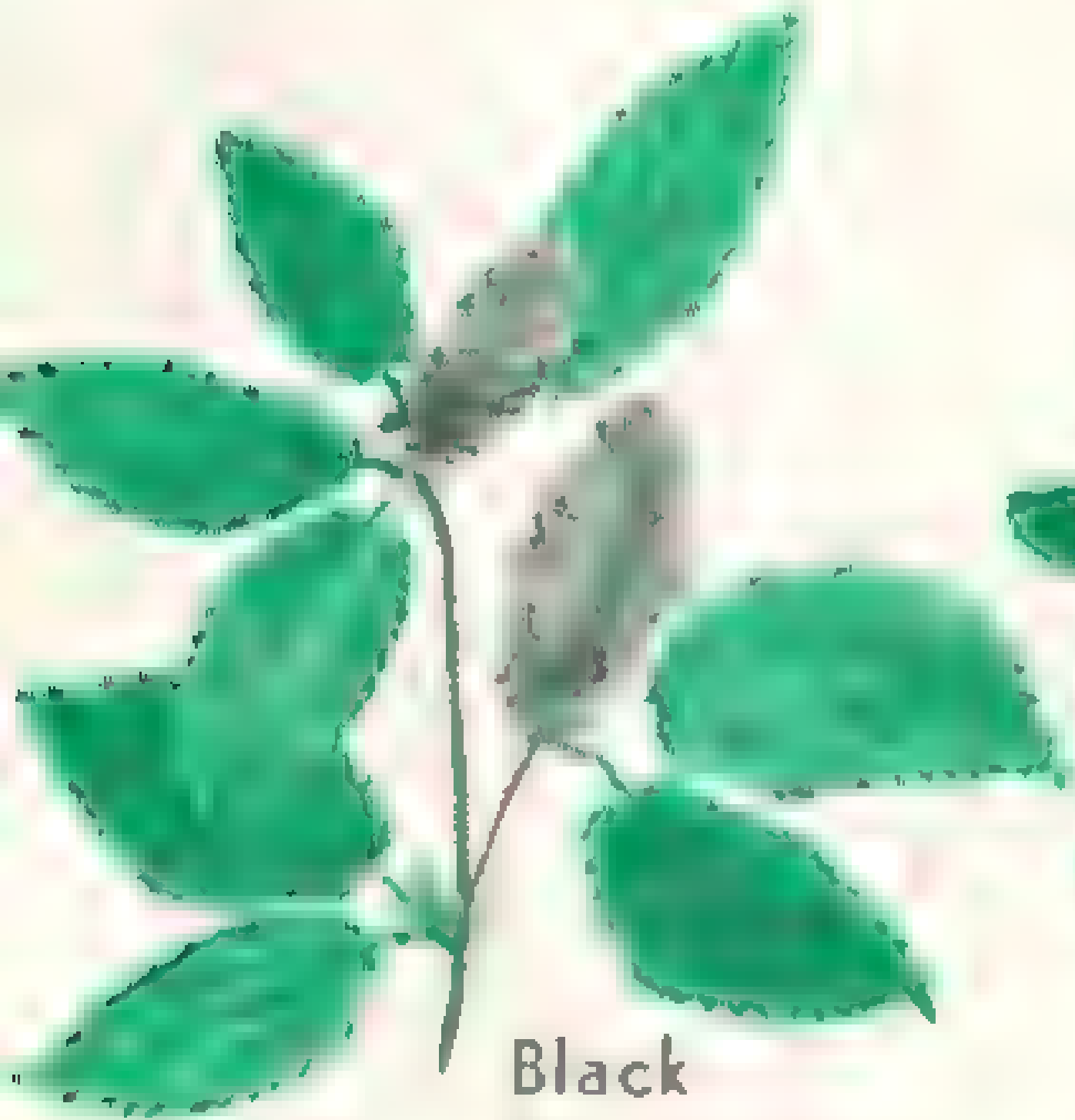


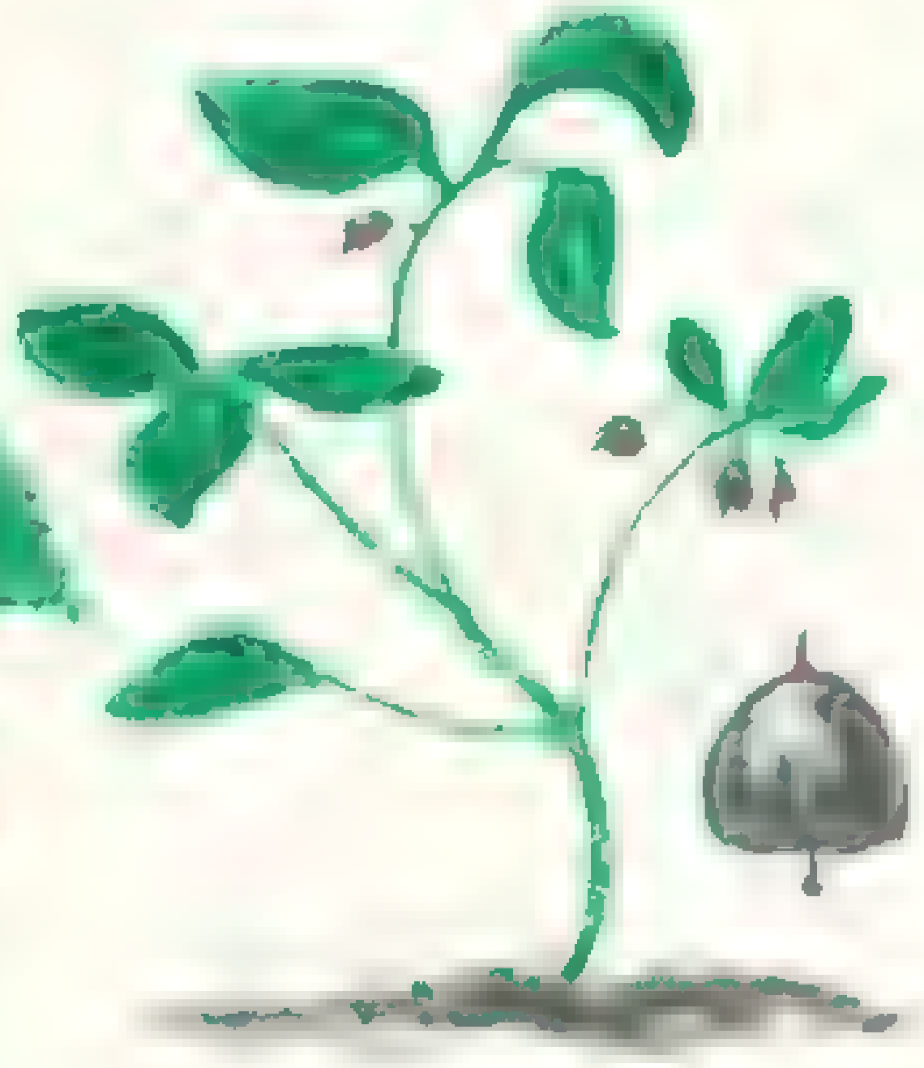
Groundnut

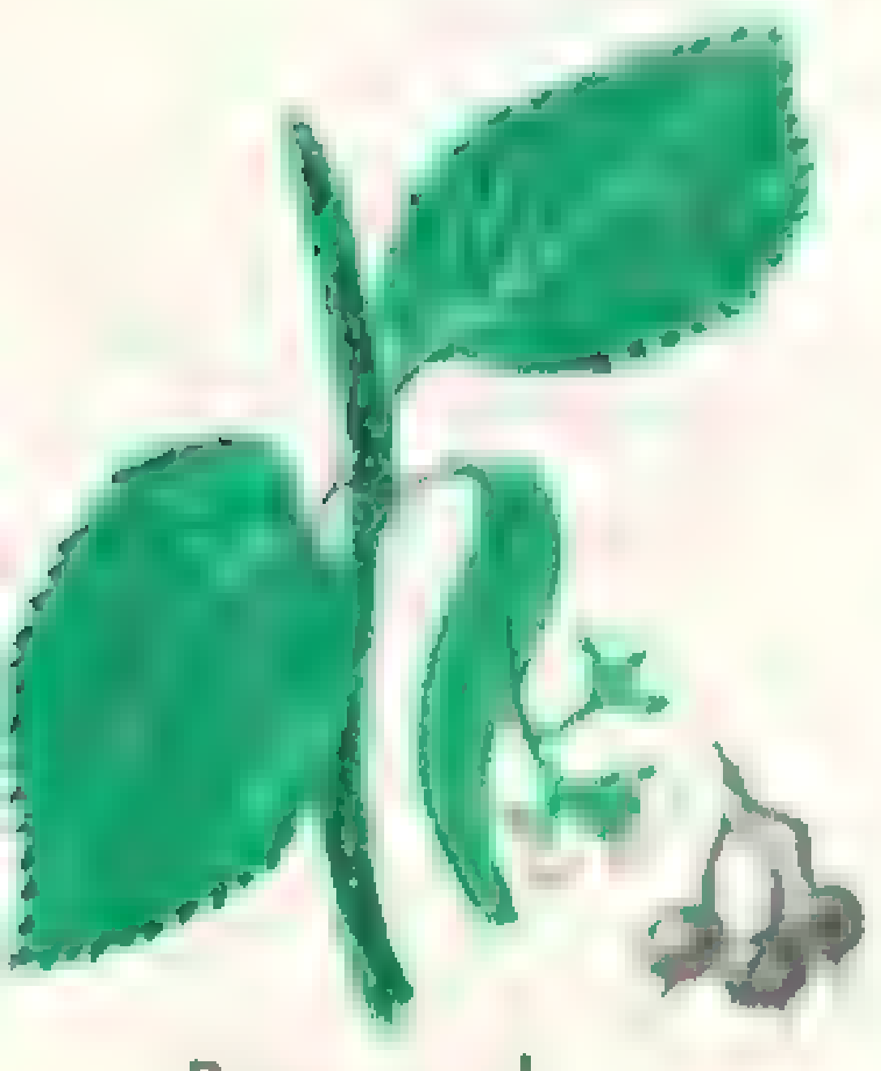


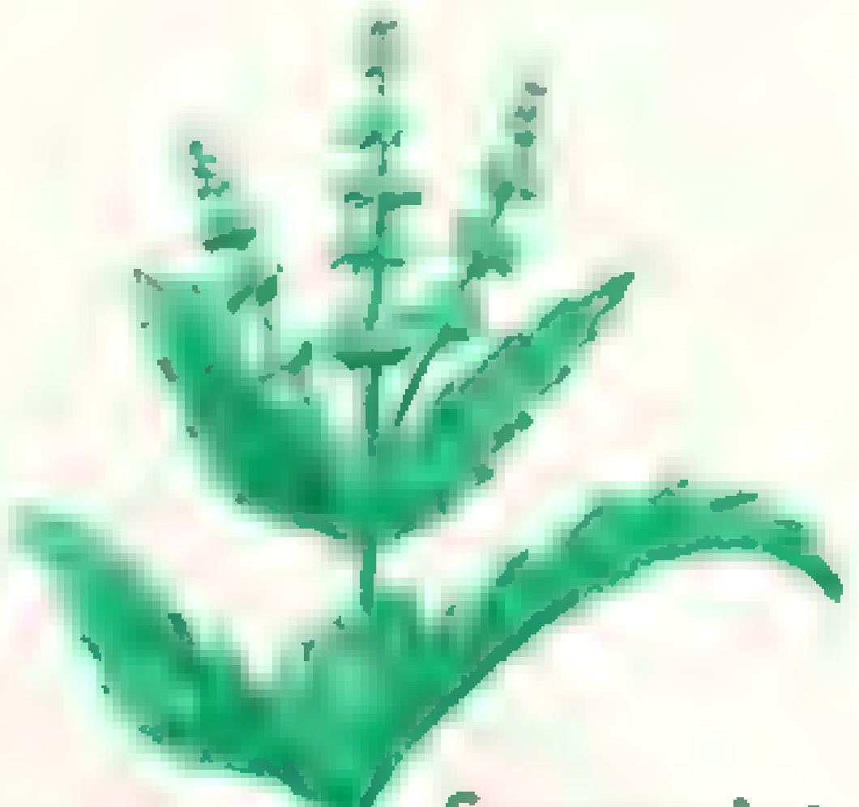
groundnut, hog peanut, wild potato vine, Jerusalem artichoke, chufa grass, and the first-year roots of burdock and evening primrose, dug up in the fall. In a pinch they can be peeled and eaten raw, but they are better boiled or roasted in the coals of your fire. For roasting, first wrap the roots in several layers of large leaves that have been soaked in water. The wet leaves will first steam the roots. Then, as the leaves dry out, the roots will be roasted.

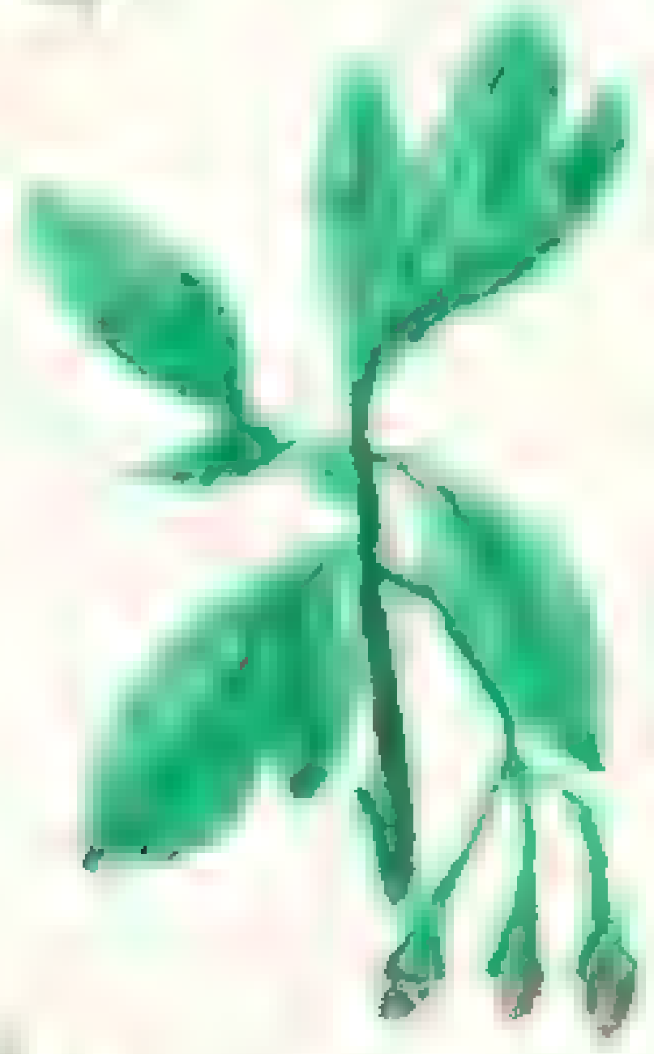

Staghorn sumac

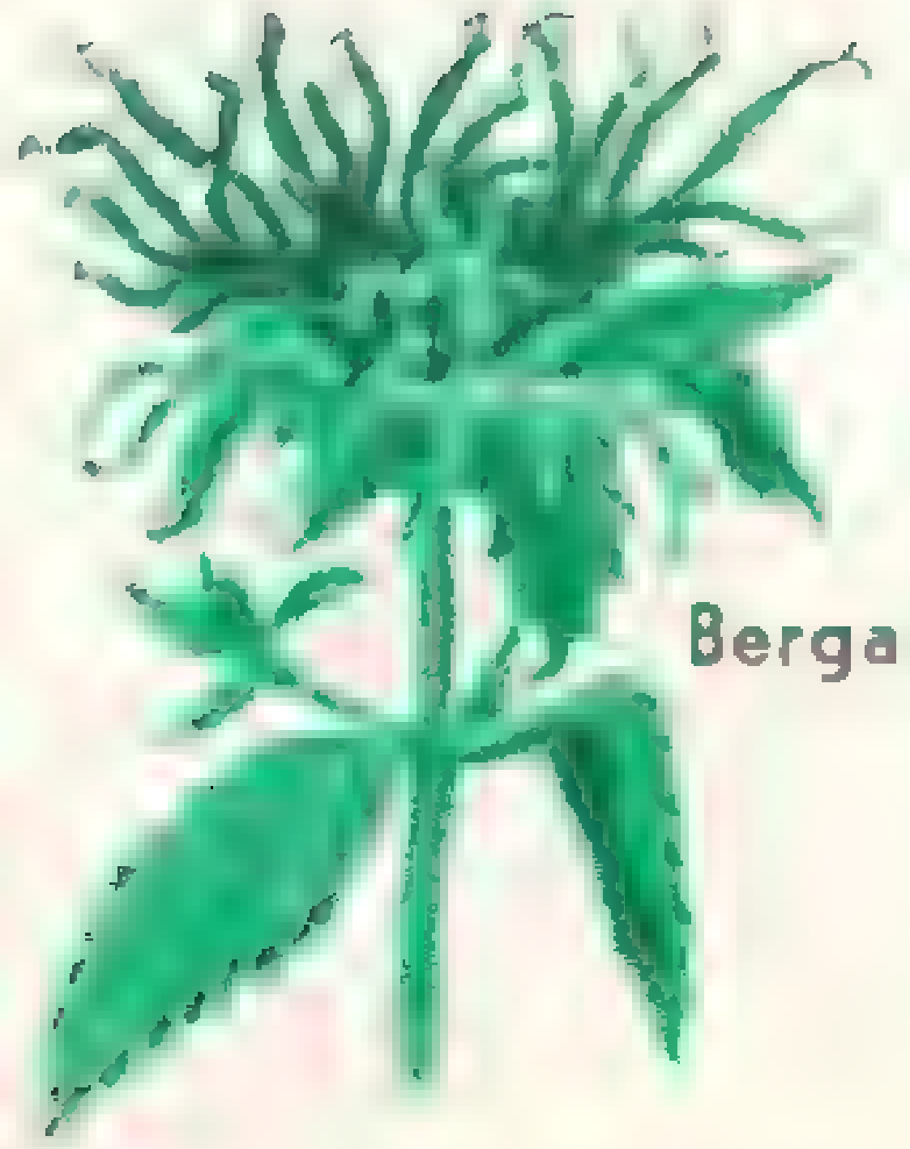

Black birch

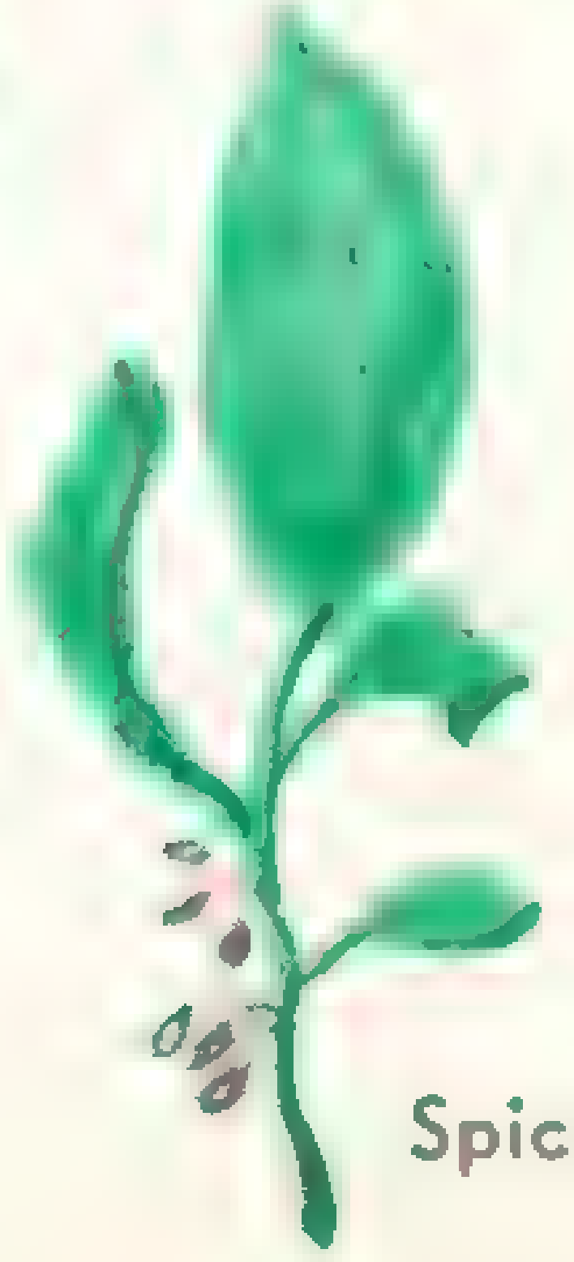

Wintergreen

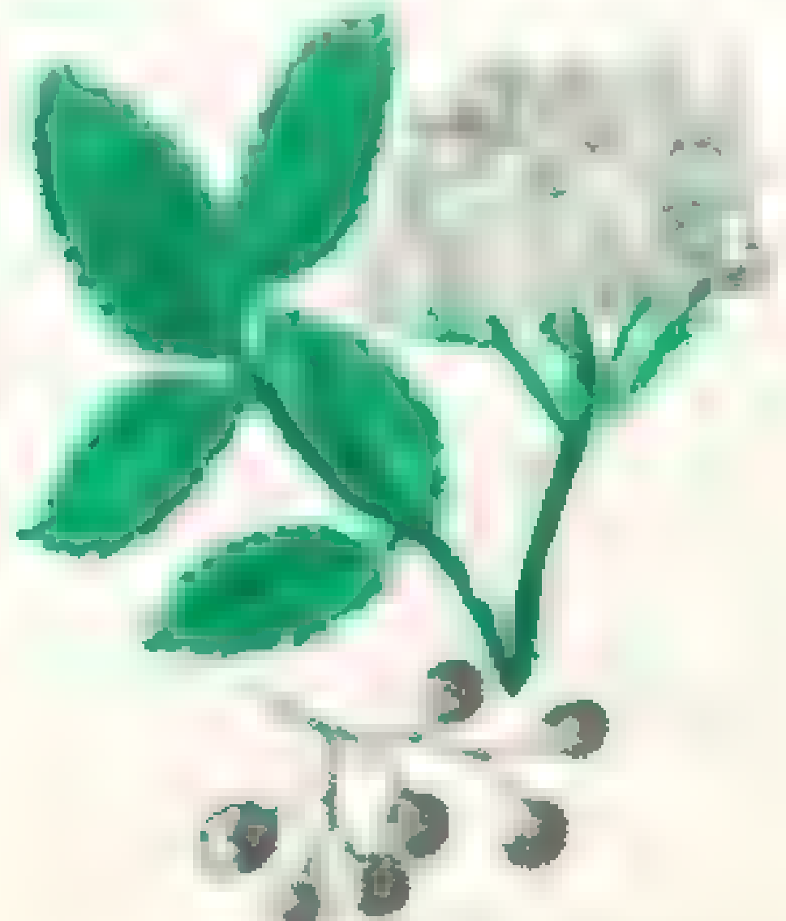

Basswood


Spearmint


Sassafras


Bergamot


Spicebush


Elderberry

BEVERAGES

Beverages. The red fruit clusters of staghorn sumac make a refreshing "pink lemonade." Steep them in enough cold water to cover, pour off the liquid, and sweeten to taste.

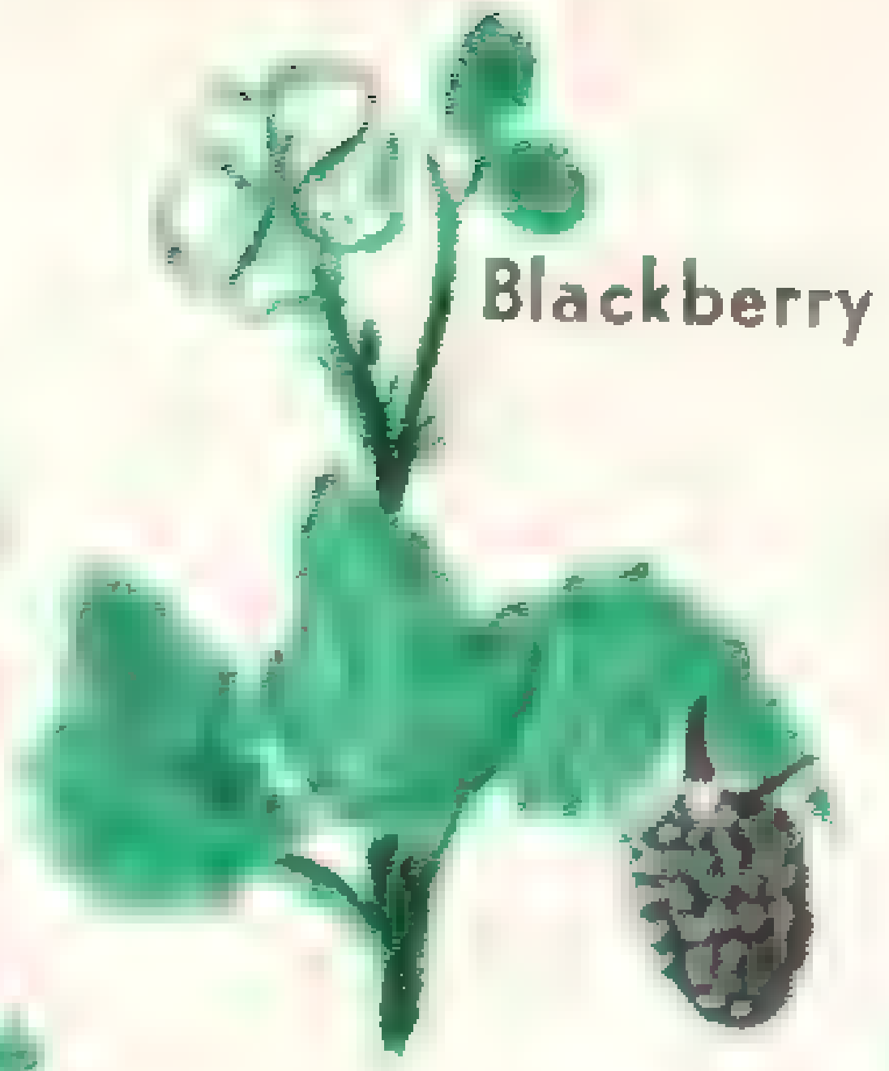
You can make a pleasant hot tea by pouring boiling water over the leaves of spearmint, peppermint, wild bergamot, over the flowers of elderberry and basswood, and over the twigs of spicebush.

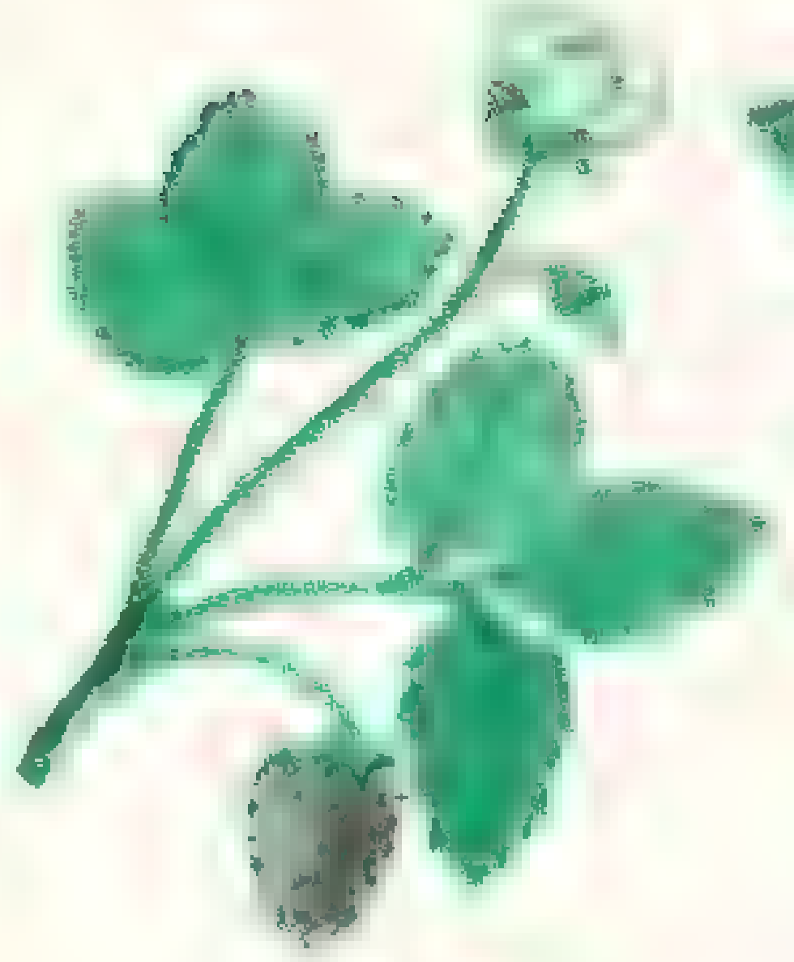
Tea may also be made on the dried leaves of wild strawberry, sweetbrier, black birch, wintergreen.

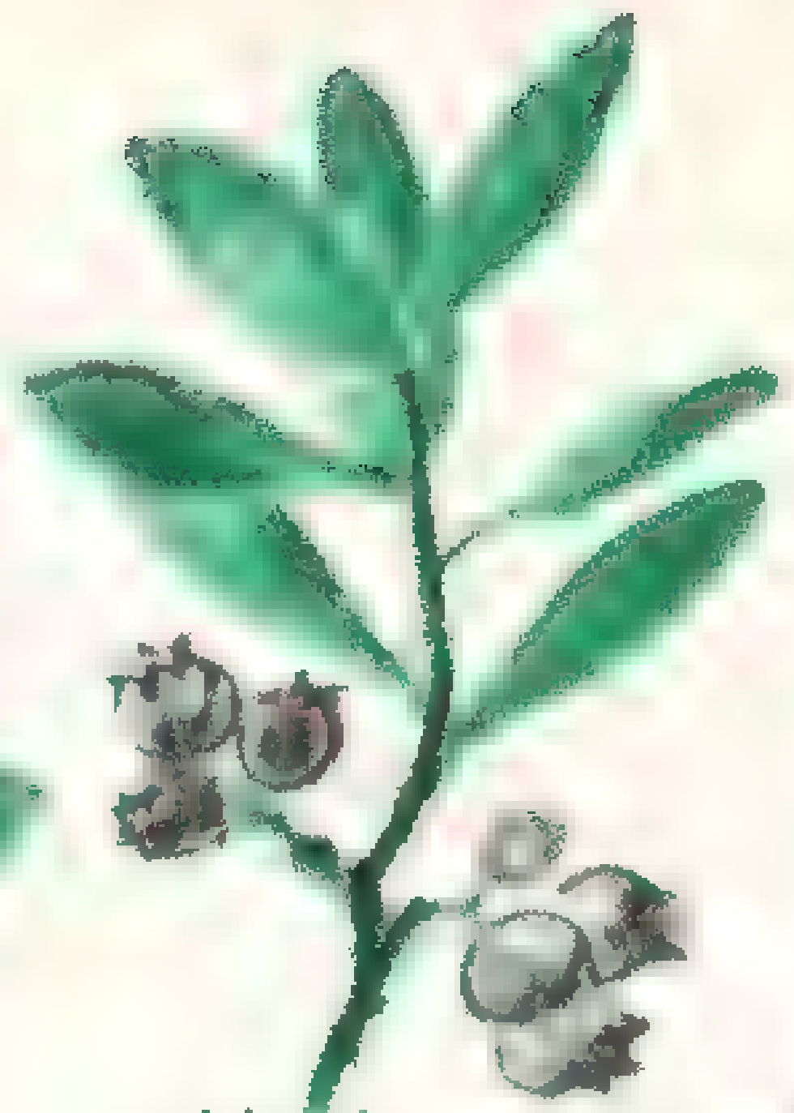
An aromatic tea can be brewed on shredded, dry root bark of sassafras. Sassafras twigs and leaves can also be used, but the tea you get will be somewhat slimy.

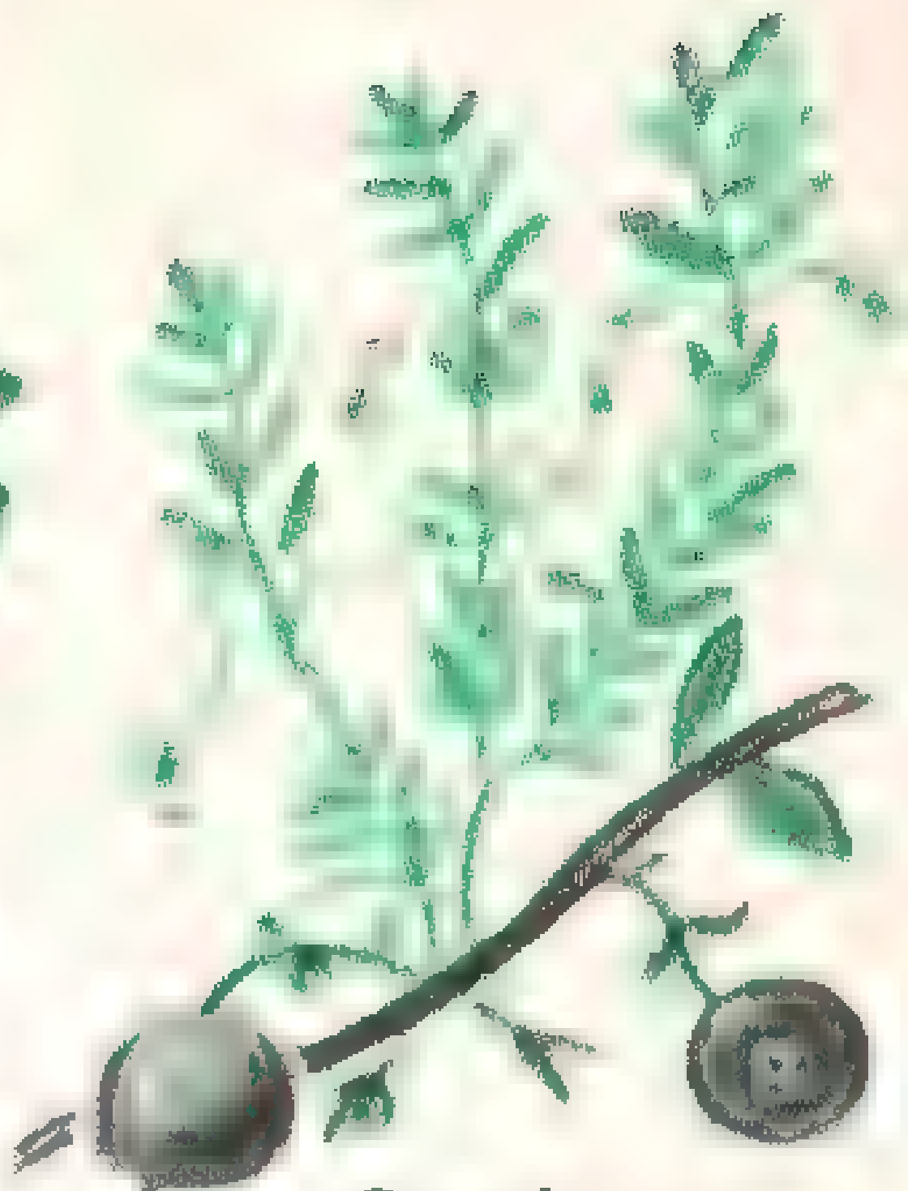
Dried, toasted, and ground roots of dandelion and chicory are important coffee "stretchers" or substitutes.

Raspberry


Blackberry


Strawberry


Blueberry

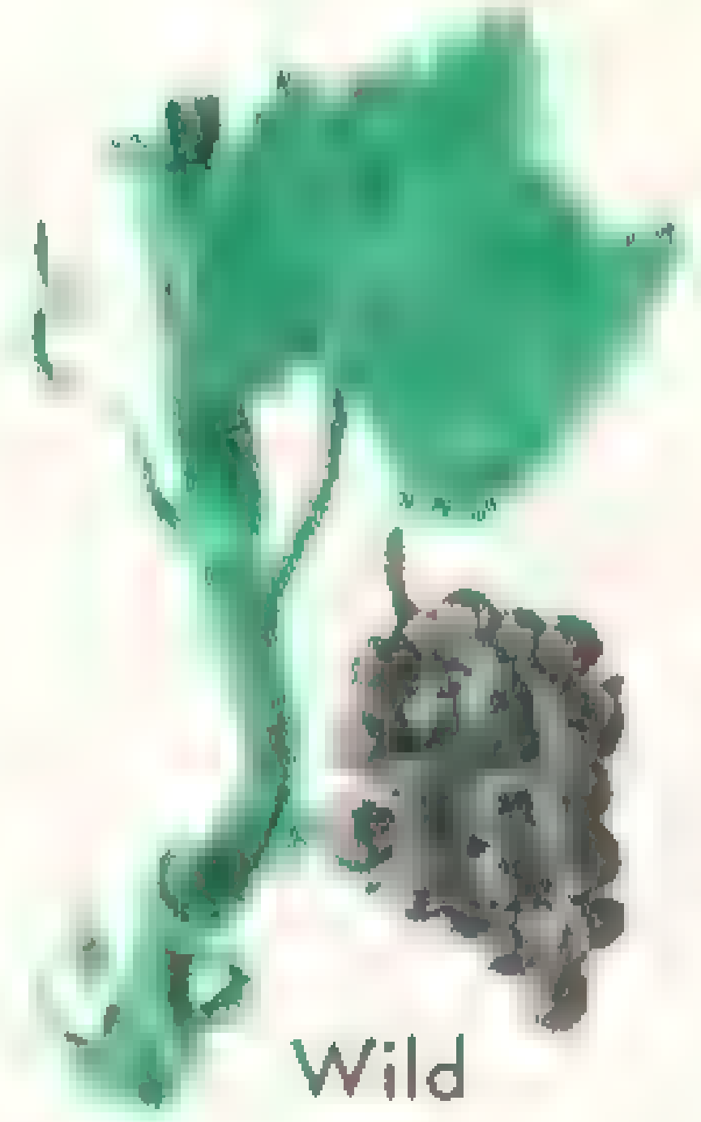

Cranberry

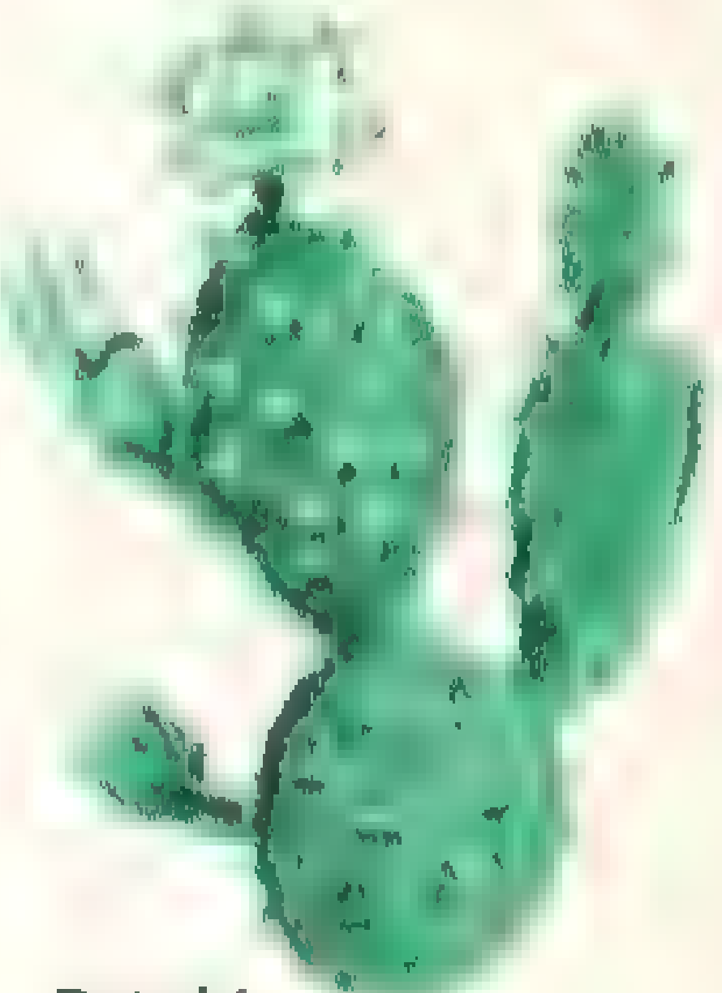
DESSERTS

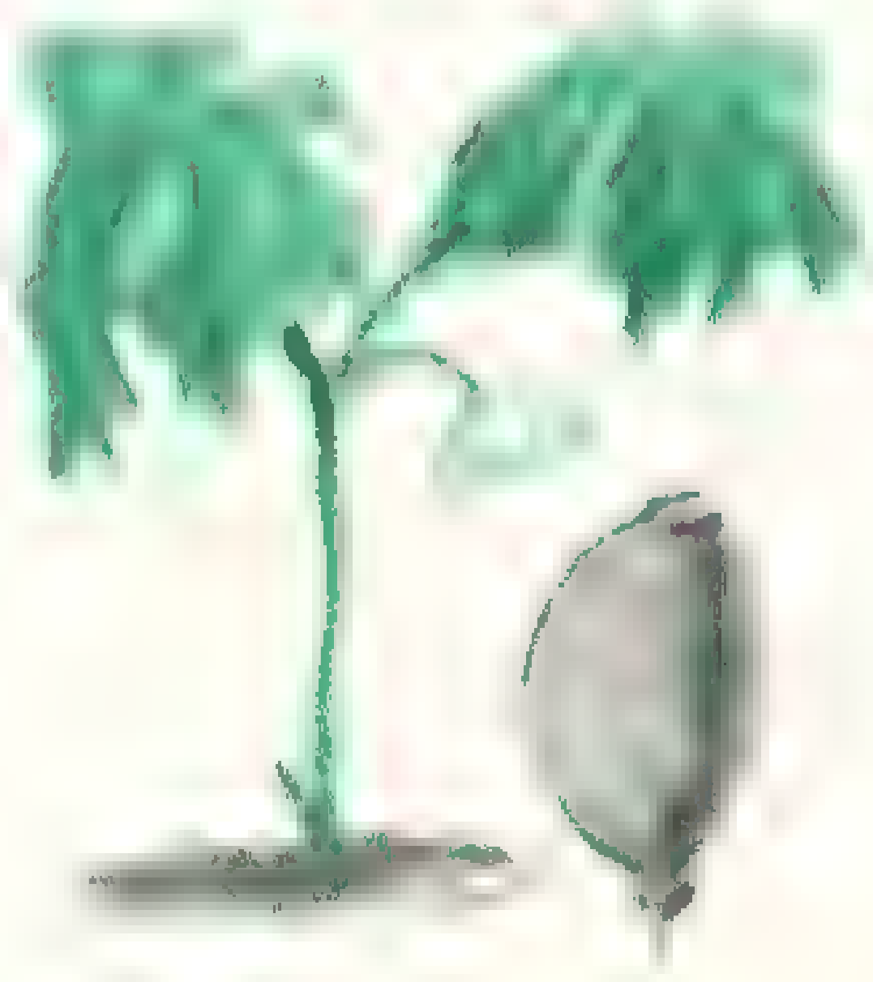
Wild Desserts. When in season, you can't beat wild berries, fruits, and nuts for a flavorsome dessert.

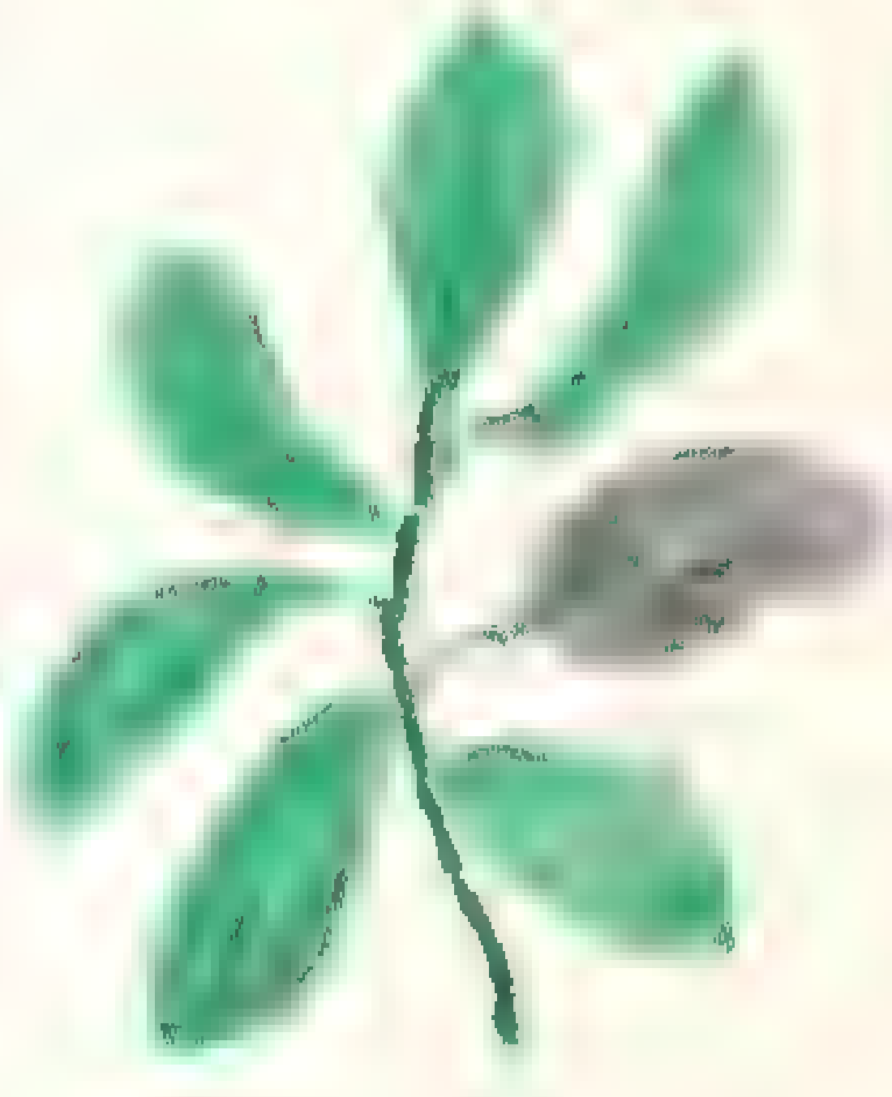
Among berries and fruits, you'll like wild strawberry, red raspberry, blackcap, dewberry, huckleberry, blueberry, cranberry, wild grape, prickly pear. The ripe May apple fruit appeals to some. Papaw and persimmon are good after the first frost.

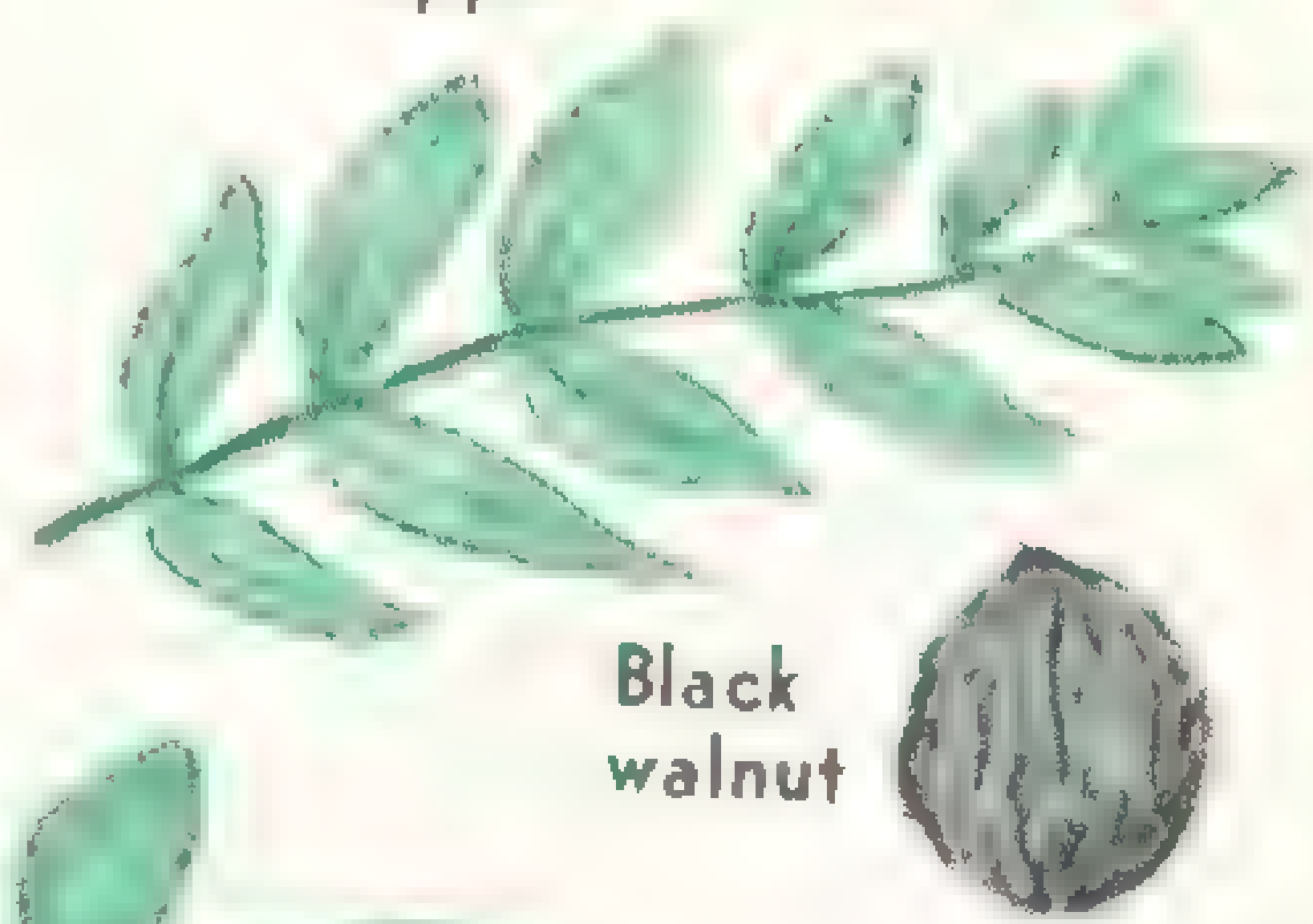
And don't forget the nuts of black walnut, butternut, pecan, hickory, hazel, chestnut, piñon, and Digger pine.

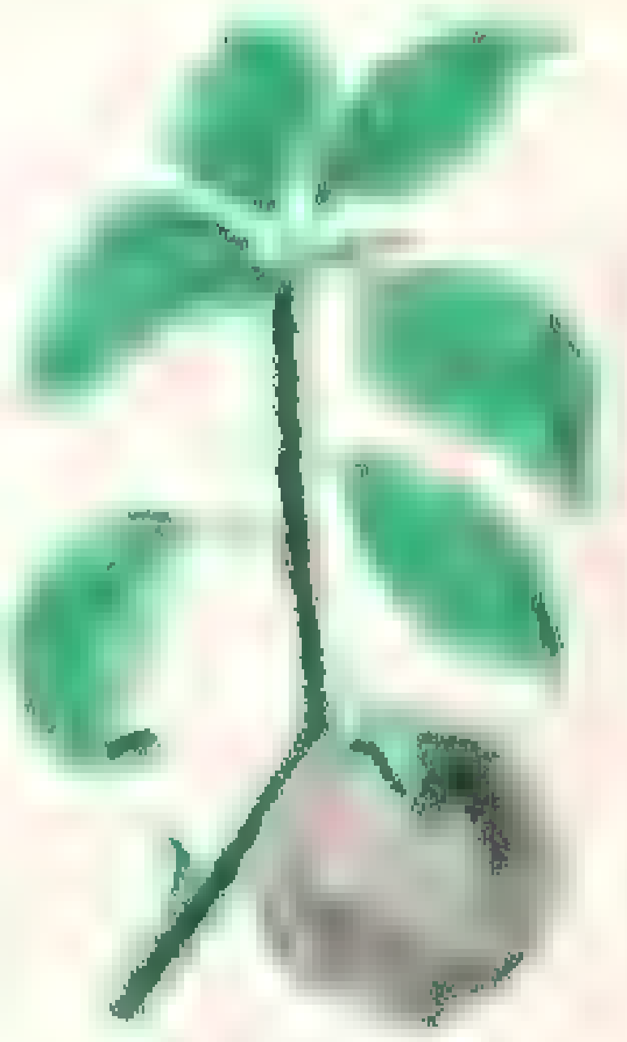

Wild grape

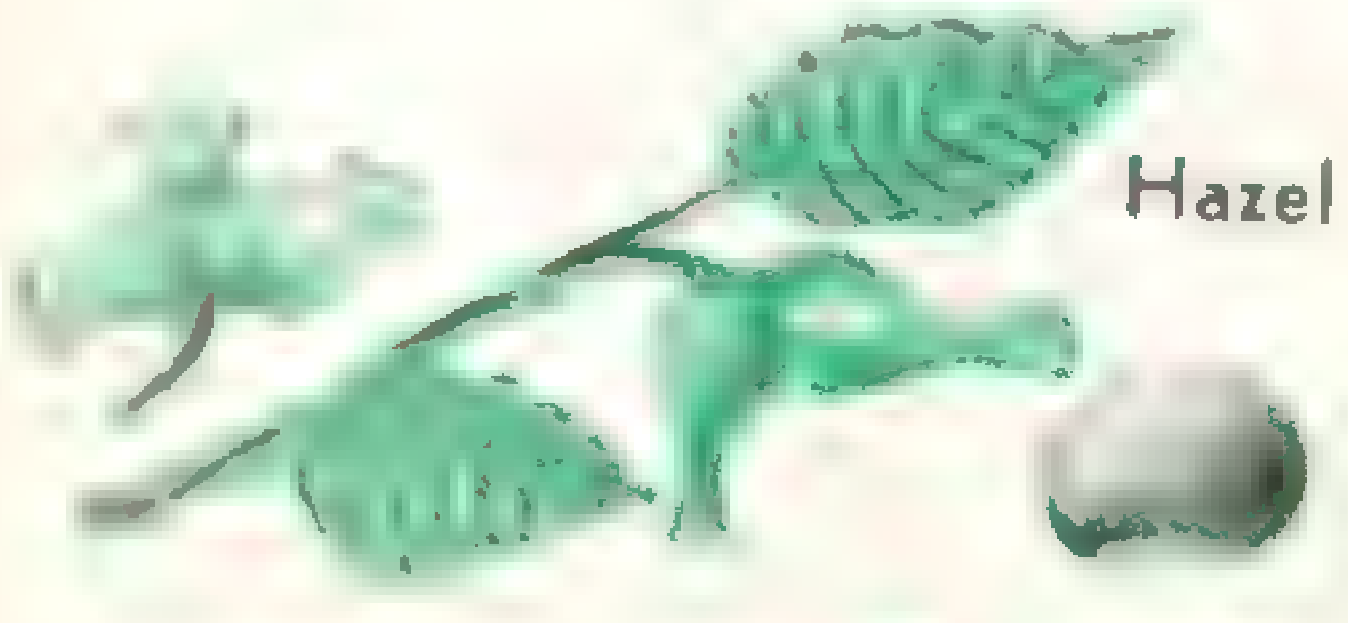

Prickly pear

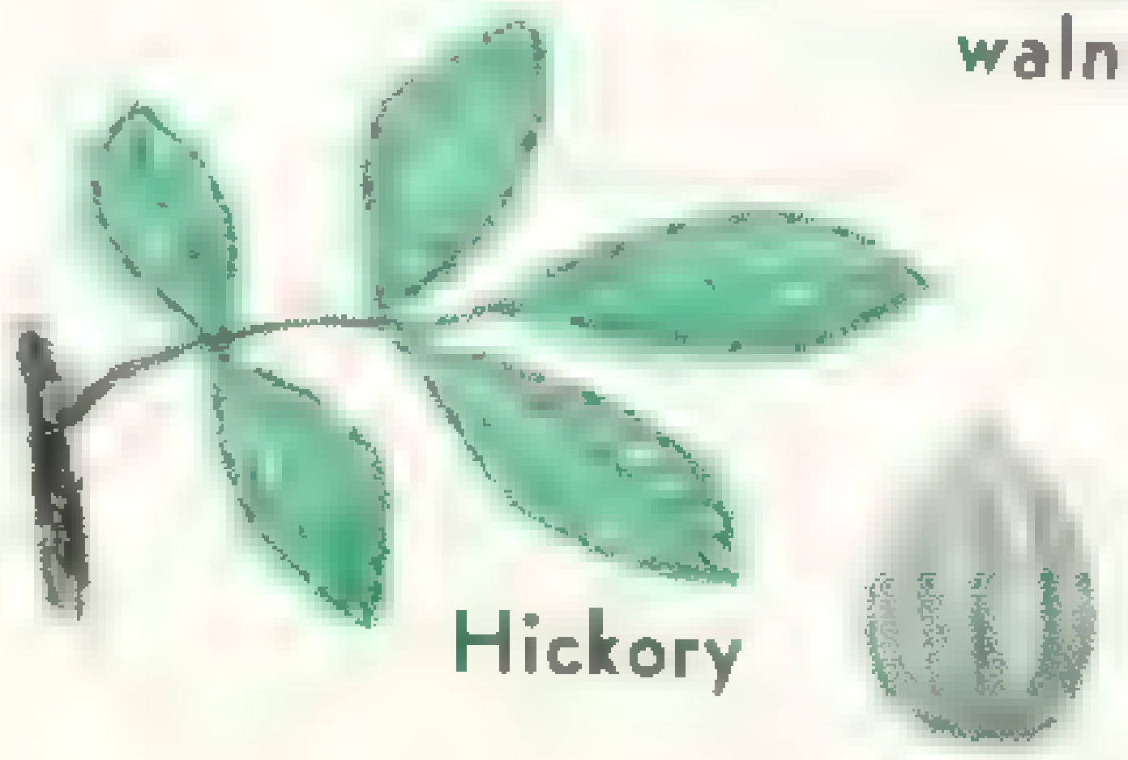

May apple

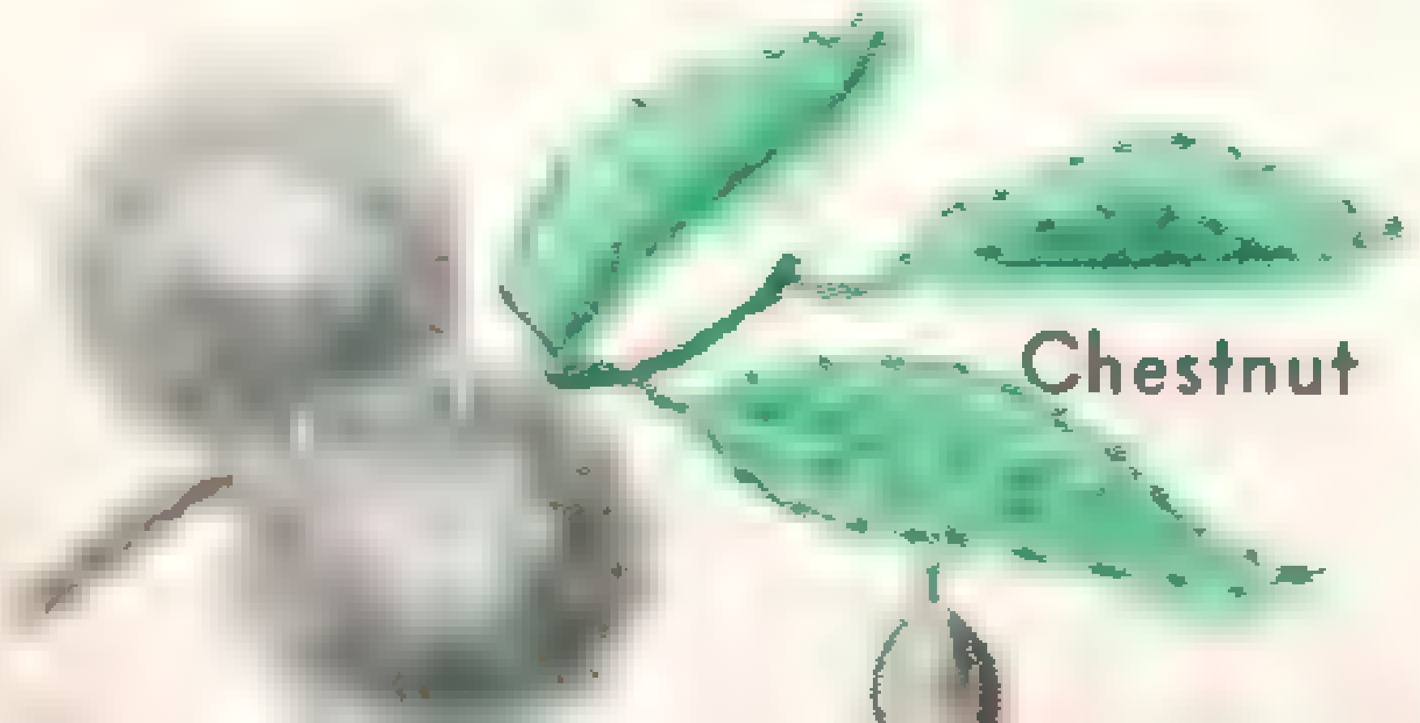

Papaw

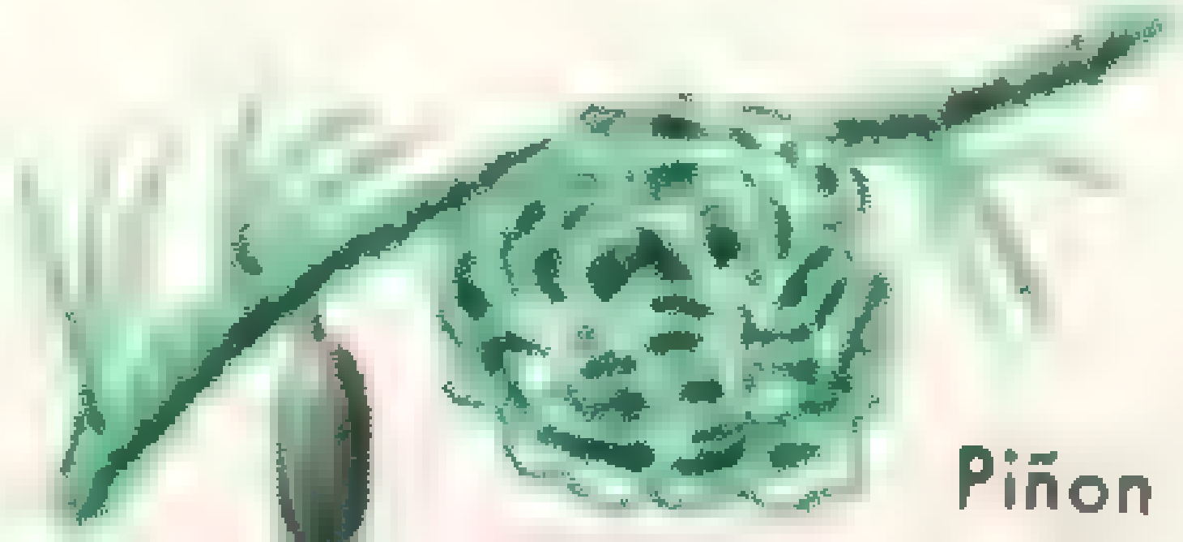

Black walnut

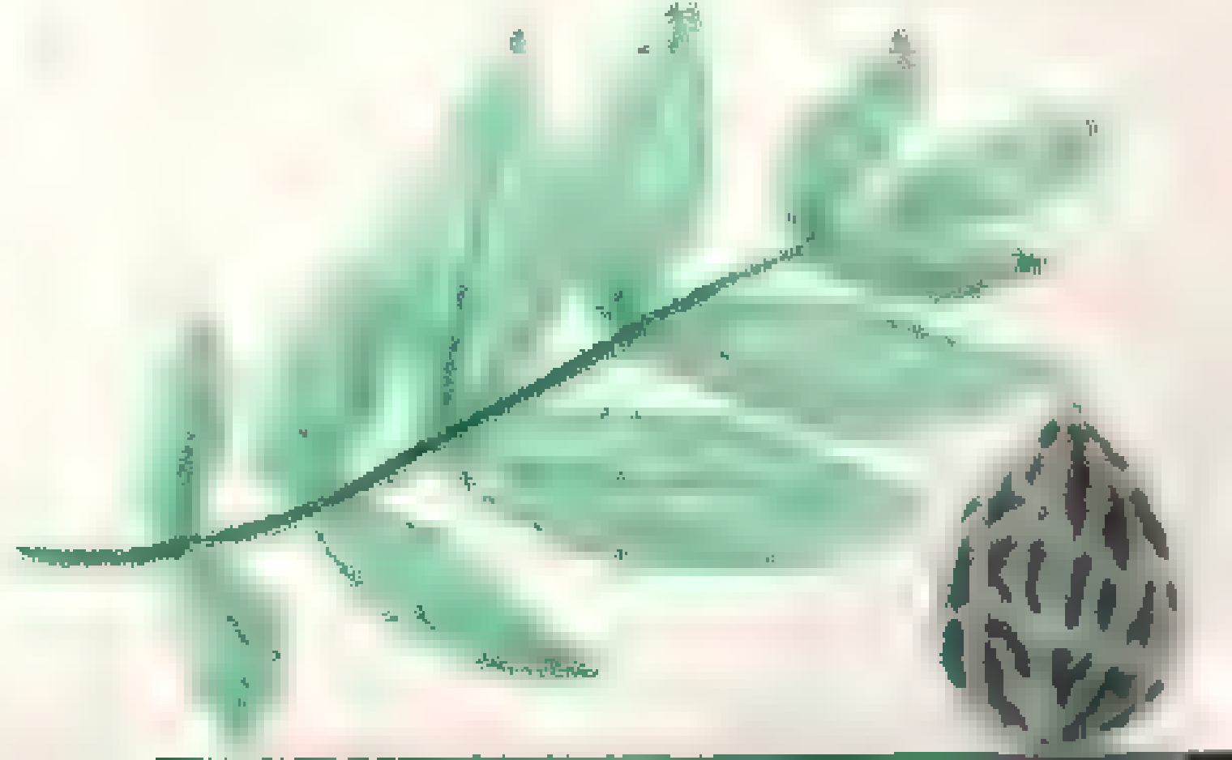

Persimmon


Hazel


Hickory


Chestnut


Piñon


Butternut

GO SWIMMING

"Come on in—the water's fine!" Next to "Come and get it!" that's about the most popular yell in summer camp.

Can you think of anything better on a hot summer day than to dive into a cool lake for a refreshing swim? Hardly! So here we come!

The whole gang is going swimming. Everything is ready at the water front.

Before you came to camp you had your doctor give you a medical examination. The first day in camp your swimming ability was tested. Now you are buddied up with another fellow about as good at swimming as yourself. You are all set.

You and your pal check in at the buddy board with all the others.

And there goes the whistle!

You dive or splash in. The race out to the raft is on. Up on it, off the diving board, up again, in again, everybody yelling.

Suddenly a whistle pierces the air and there's a yell of "Buddy up!" The lifeguard counts to ten. You and your buddy quickly grasp hands. So do all the other buddy teams. The guard checks to see if all buddies are together. You'd better be! Otherwise you are out of luck—out of the water you go and no more swimming for the day. To break the buddy rule is one of the most serious offenses in camp.

Another blast of the whistle. "All right!" And the fun begins again, until the call of "All out!" sounds.

Tell what precautions must be taken for a safe swim.

Every Scout a Swimmer. Well, how's your swimming? Aim to become an expert swimmer—not just a splasher. That means plenty of practice and sticking close to the common-sense rules of water safety. They go like this:

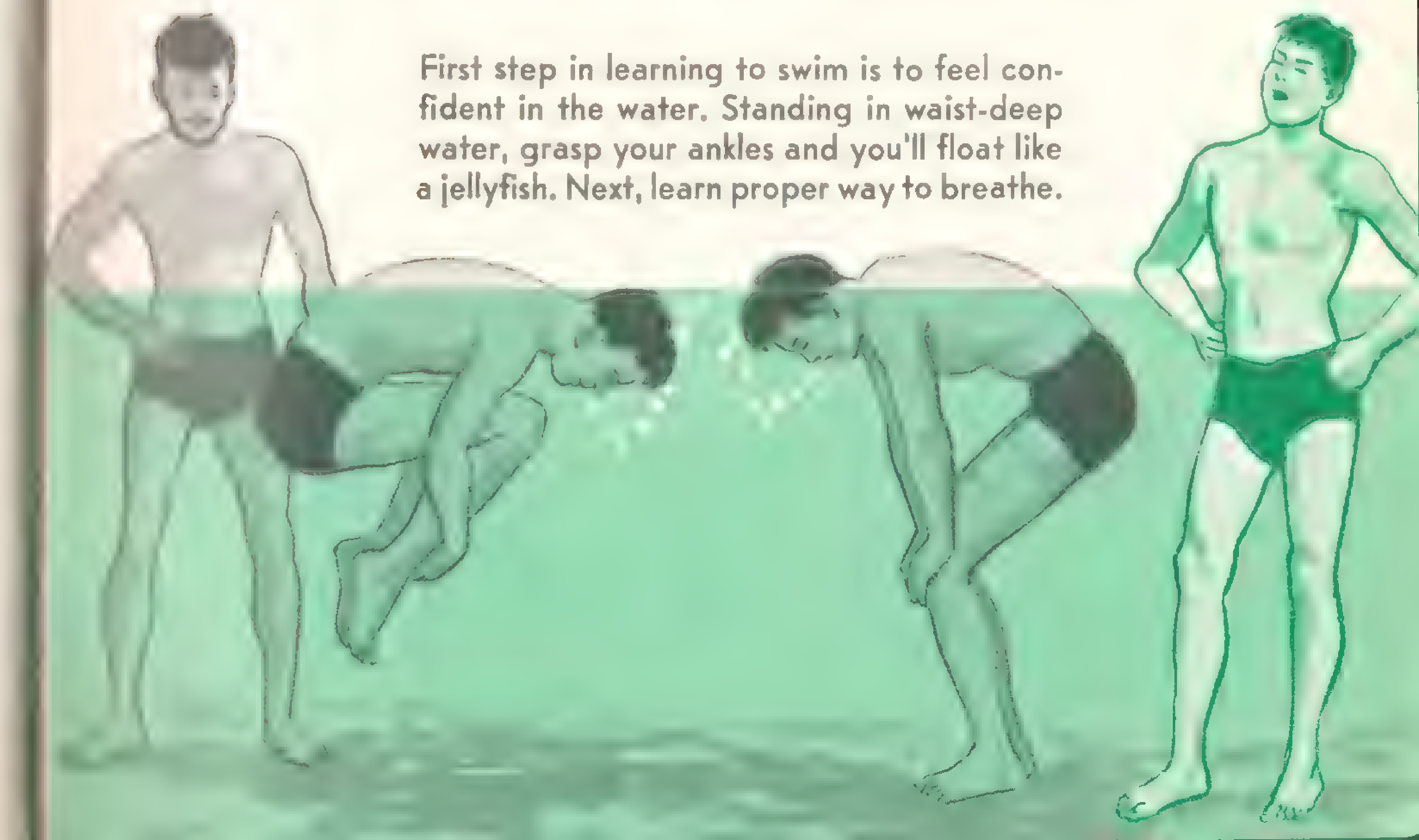
1. Have a careful medical examination and follow your doctor's orders.
2. Know your swimming ability and stick to the swimming place that fits your skill: waist deep for nonswimmers, up to shoulder deep for beginners, over the head for swimmers.

3. Always swim with a buddy. Keep him in sight all the time and within quick reach. You are his protector, just as he is yours.
4. Wait *one hour* after a meal before you go in the water.
5. Follow faithfully and immediately all rules and orders given by the water-front men.
6. NEVER dive into unknown water. NEVER take a dare to show off in the water. NEVER swim long distances unless someone goes along with a boat.

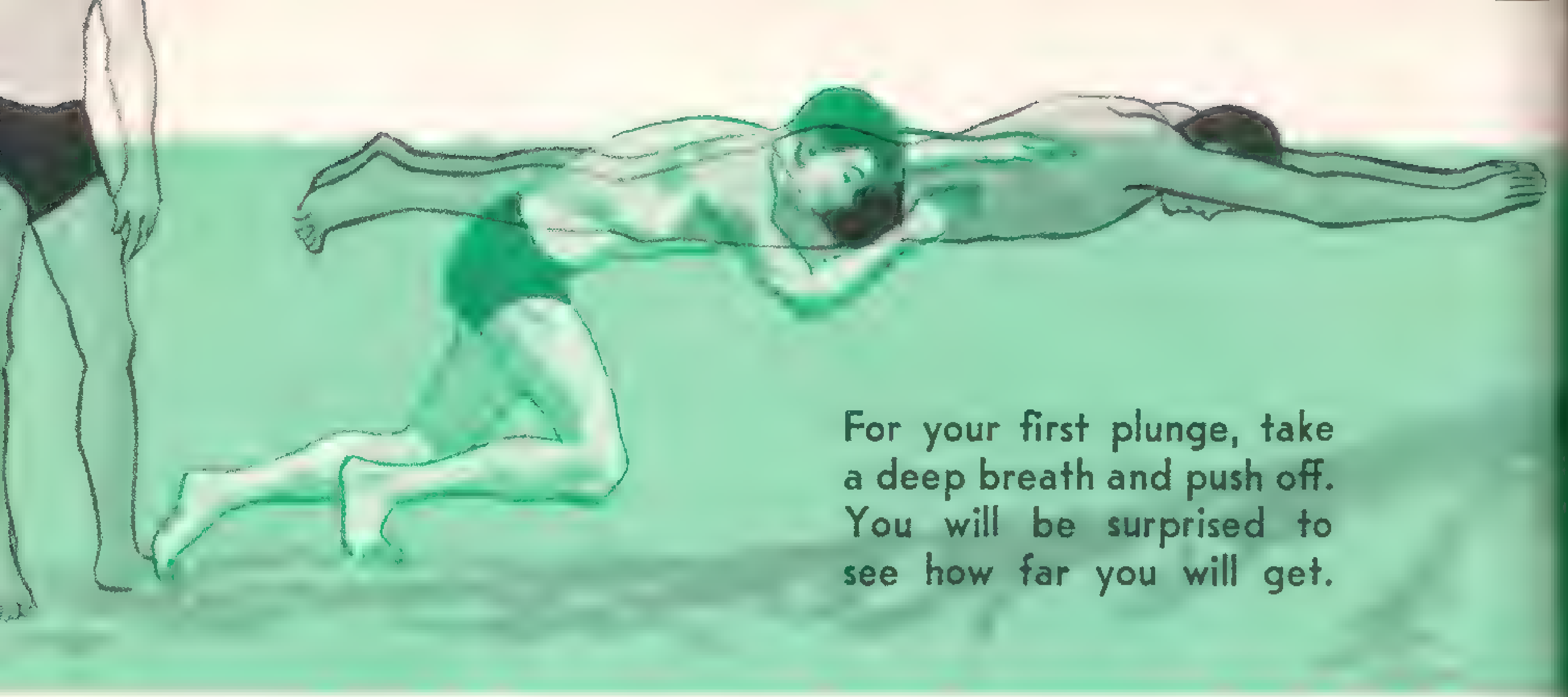
Learning to Swim. The first step in learning to swim is to get to feel confident in the water—confident that the water will keep you up. So, with a good swimmer standing by, wade into water waist deep, bend down, grasp your ankles with both hands and drop your chin on your chest. Instead of sinking, you will find yourself floating on top of the water. To get back to standing position, simply let go of your ankles and stand up.

Next comes your breathing. Breathing while swimming is different from your regular breathing—you have to breathe in through the mouth and out through mouth and nose. Try it. In waist-deep water, take a deep breath through your mouth, dip your head under water and blow out slowly through mouth and nose. Repeat several times until you are good at it.

Now you can make your first plunge. Take a deep breath. Push



First step in learning to swim is to feel confident in the water. Standing in waist-deep water, grasp your ankles and you'll float like a jellyfish. Next, learn proper way to breathe.



For your first plunge, take a deep breath and push off. You will be surprised to see how far you will get.

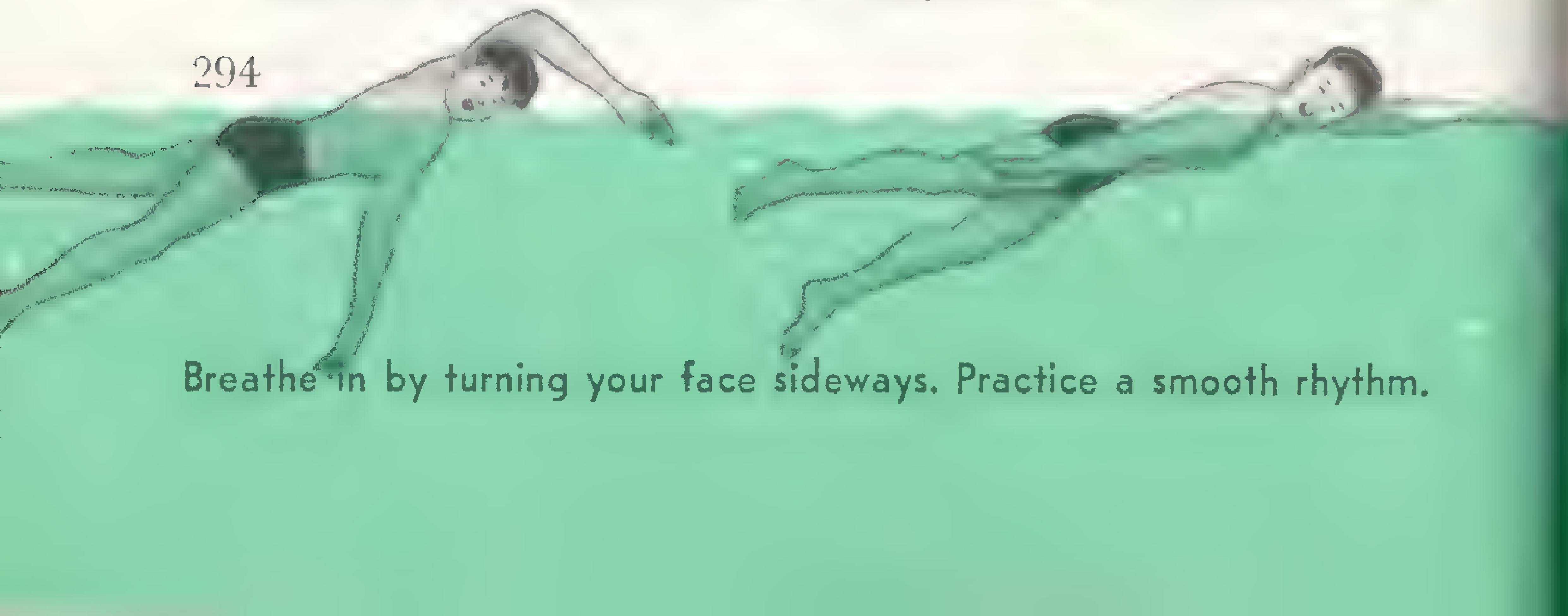
off from the bottom and plunge toward the shore, arms and legs extended, face in the water. You'll be surprised to see how far you can get.

Swimming the Crawl. A good stroke to use when learning to swim is the crawl.

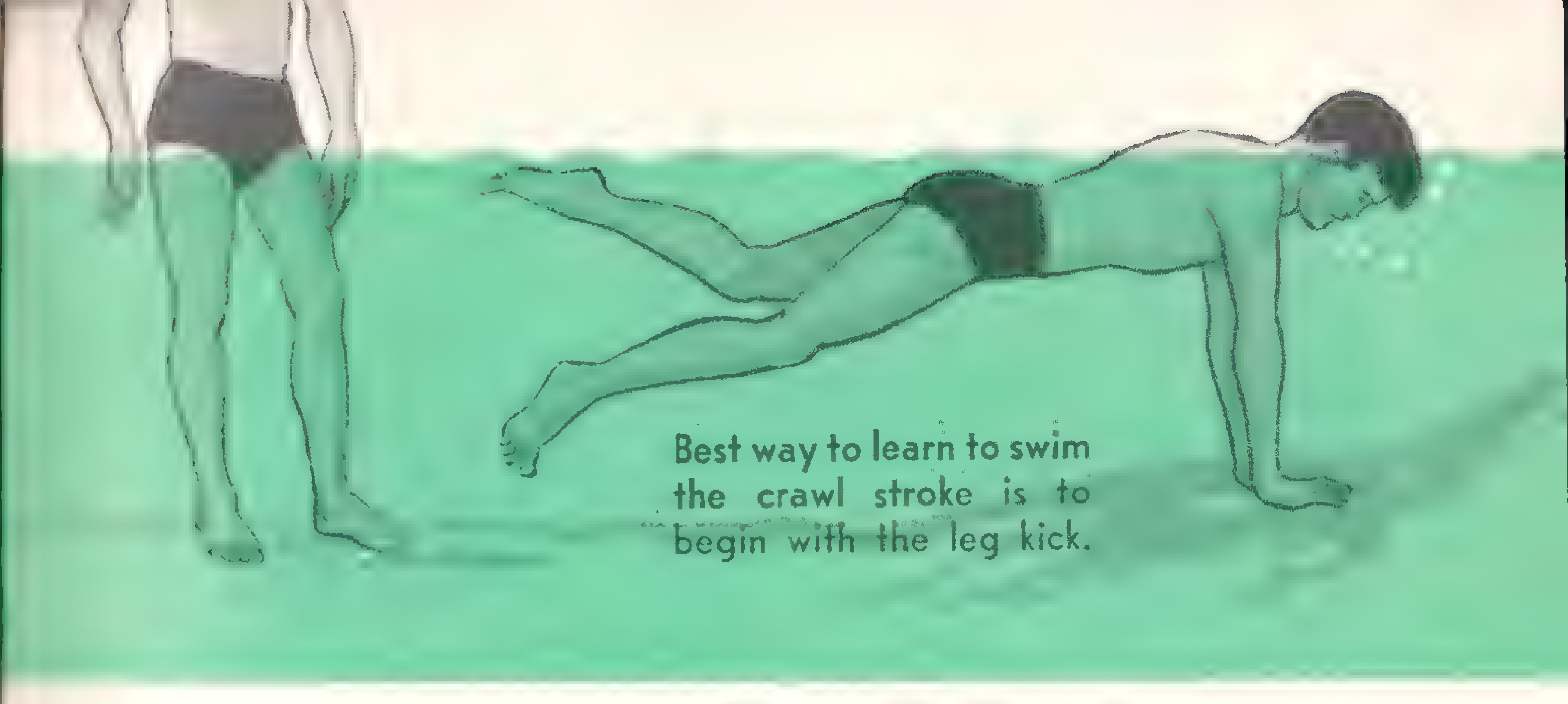
You start by learning to kick your feet up and down. Get into water that's just deep enough for you to place your hands on the bottom when you lie down with your feet extended backward. Move the feet slowly up and down past each other, with legs straight, toes turned in. Speed it up. Then go out into waist-deep water. Take off for a plunge toward shore and kick slowly, powerfully until you reach land.

Try the arm stroke on dry land before you use it in the water. Extend your right arm directly ahead from the right shoulder. Swing the arm straight down to the hip. Then raise elbow upward and extend the hand straight forward. Do the same with your left arm, then with both arms alternately. Go into chest-deep water, plunge forward and pull yourself ashore, using arm stroke only.

Legs and arms together now! Plunge forward. Put the feet in



Breathe in by turning your face sideways. Practice a smooth rhythm.



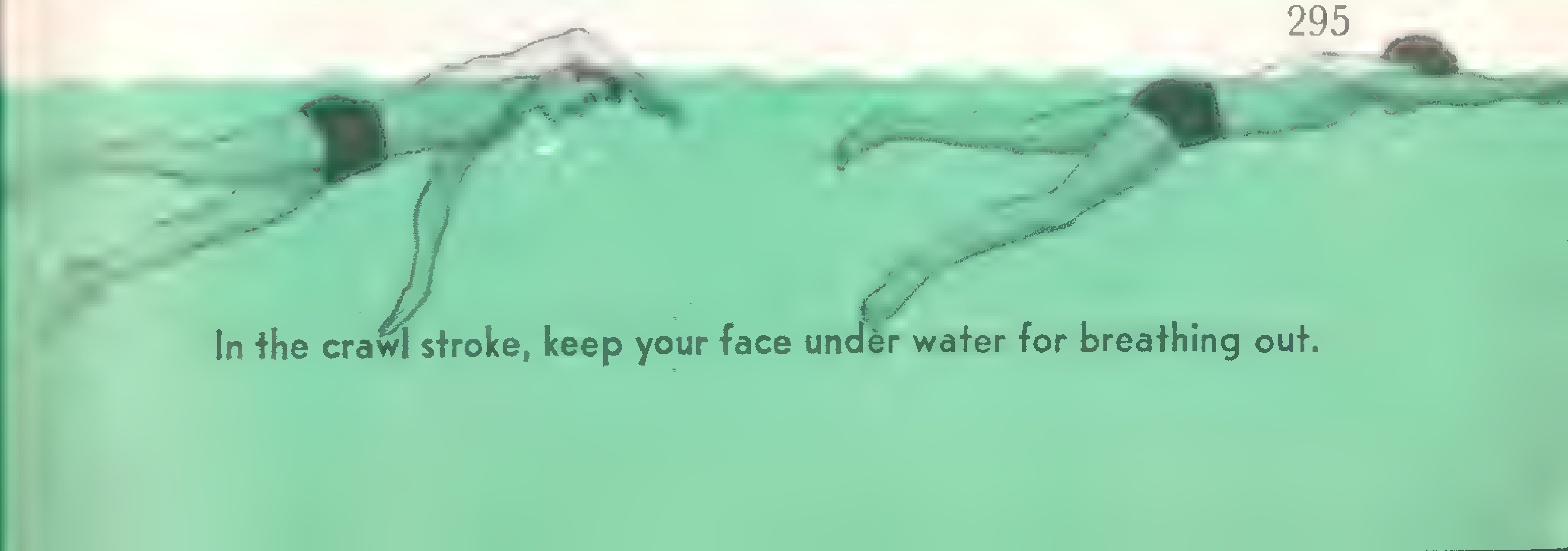
Best way to learn to swim the crawl stroke is to begin with the leg kick.

action, then the arms. Use easy and slow movements—get your money's worth out of each stroke. Beat your legs six times for each full movement of the arms and make your breathing fit your stroke—turning your face sideways to breathe in, downward to breathe out.

Jump feet first into water over your head in depth. Swim 50 yards. During the swim, stop, make a sharp turn, level off and resume swimming.

First Class Swimming. As soon as you know a swimming stroke you can try for the First Class swimming test. For this, you have to jump overboard feet first in water slightly over your head, swim 25 yards, make a sharp turnabout, level off, and return to the starting point. That's 50 yards altogether.

The First Class swimming test is just a start. To become a good swimmer, follow up with practice and still more practice. And don't stop with learning one stroke only—go in for side stroke, elementary backstroke, and breast stroke, in addition to crawl. You'll then be well on your way toward earning the Swimming merit badge.



In the crawl stroke, keep your face under water for breathing out.

GET A MESSAGE THROUGH

In a fraction of a second, nowadays, a message can speed its way around the world when transmitted by the latest electronic equipment. We've certainly traveled far from that day more than a hundred years ago, when Samuel Morse, famous American portrait painter and inventor, tapped out his first message. His invention is still with us, still used—but in a score of different ways that Morse could never have foreseen.

Signaling with the Morse code is part of the outdoor adventure of Scouting. It smacks of the open, the wilderness camp, the wide sky at night.

The Morse code gives you the means of sending a message to someone else—some other Scout, another patrol, some other troop. With signaling you can reach from mountaintop to mountaintop, across lakes. You can send for aid in a serious accident and for assistance in fighting a forest fire. You can help when regular means of communications break down in hurricanes, earthquakes, or floods. All a part of the Scouting aim, "Be Prepared."

In addition to the excitement you'll get from doing a bang-up signaling job, signaling has a way of developing teamwork in your gang. It takes teamwork to master the code, with buddies working together, helping each other, and it takes teamwork to get a message through.

But there is still more to signaling. Signaling is for *stickers* only. It takes determination and practice and patience to become a good signaler. But when you stick it out and become good, there's lots of fun to it. And that's a good lesson to learn, for that applies to most worth-while things in life.

Know the international Morse code, including necessary procedure signals.

Learning the Morse Code. There's no quick trick to mastering the Morse code—it's a matter of settling down to learning it, letter by letter, until the whole alphabet sticks in your mind.

The principle of the Morse code is that every letter is made up of combinations of something short and something long. Each letter can be made by short or long sounds, short or long light flashes, short or long electrical impulses.

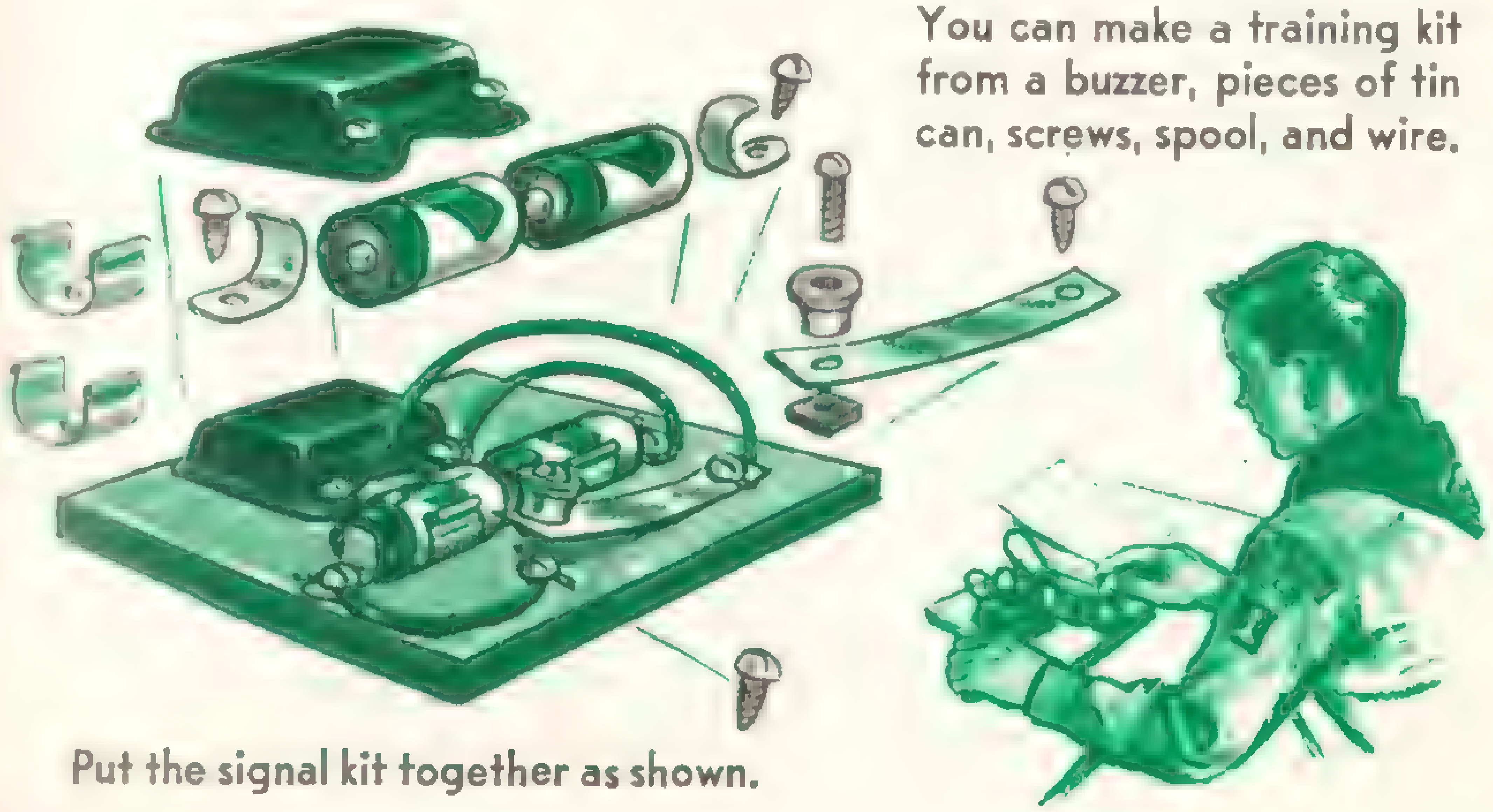
The quickest and most effective way of learning the Morse code is by sound. Get yourself a buzzer signaling kit, or put one together as shown in the illustration. Then line up a buddy to help you and go to work. Have your buddy send while you receive, then change over and have him receive while you send.

Learn the letters according to the frequency in which we use them in the English language:

ETAOINS HRDLUCM PFWVYB GJQKXZ

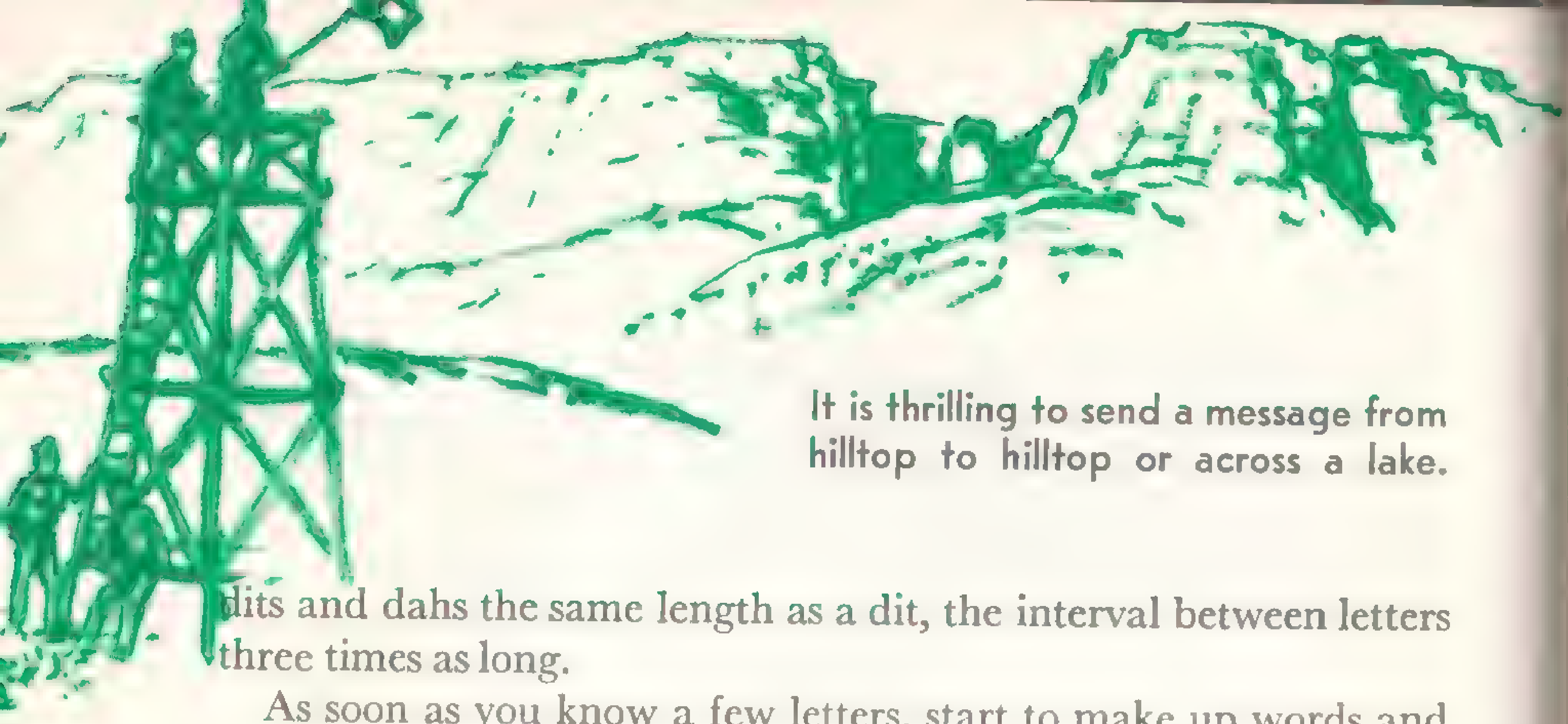
Break the letters up into groups of six or seven letters each and learn one group at a time until you recognize each letter quickly and without hesitation. Learn all the numerals at one time.

Get into the habit of a smooth, even rhythm. Make short buzzer sounds that'll each sound like a snappy "dit!" and sounds three times as long that'll sound like "dah!" Make the intervals between



You can make a training kit from a buzzer, pieces of tin can, screws, spool, and wire.

Put the signal kit together as shown.



It is thrilling to send a message from hilltop to hilltop or across a lake.

dits and dahs the same length as a dit, the interval between letters three times as long.

As soon as you know a few letters, start to make up words and send and receive them.

When it has become simple for you and your buddy to receive all letters, start the slow sending of short messages. Always remember to divide the work evenly. It is easy to become lopsided—better in sending than in receiving. You want to be equally good in both.

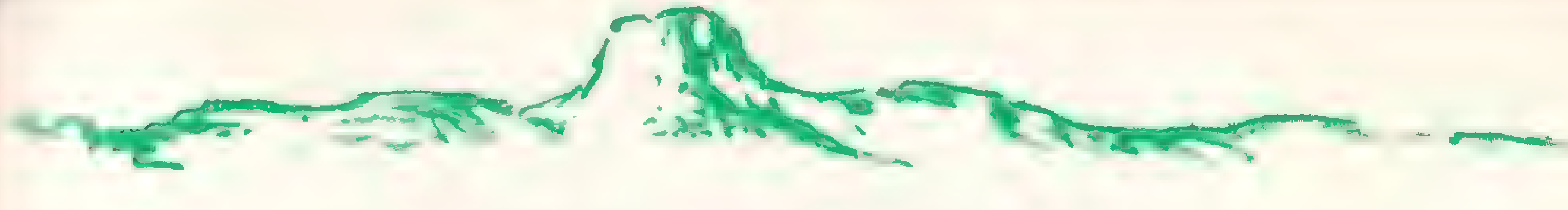
For complete messages, it is not enough that you know the Morse code letters—you must also know a few "procedure signals" for getting a message through. In sending, you use the procedure signals for "attention," "error," "end of word," "end of sentence," "end of message." In receiving, you'll have use for the procedure signals for "go ahead," "repeat," "word received," "message received."

Using the international Morse code, send and receive, by any suitable means, a message of twenty words (one hundred letters) over a distance of at least 100 yards.

Using the Morse Code. As soon as you have mastered the Morse code, make use of it.

You'll get a kick out of signaling games at patrol and troop meetings, but the real adventure comes when you use signaling outdoors—first at short distances, then some day over distances so great that you may need field glasses to see the fellow who is sending.

The Morse code gives you several means of sending a message. In the daytime, you can do it by flags or by flashes from the sun in the mirror of a heliograph. At night you can use flashlight, auto light, or fire. By day or night you can send your message by whistle, bugle, auto horn, blinker, or short-wave radio.



International Morse Code

Letters

A	di-dah	**J**	di-dah-dah-dah	**S**	di-di-dit
B	dah-di-di-dit	**K**	dah-di-dah	**T**	dah
C	dah-di-dah-dit	**L**	di-dah-di-dit	**U**	di-di-dah
D	dah-di-dit	**M**	dah-dah	**V**	di-di-di-dah
E	dit	**N**	dah-dit	**W**	di-dah-dah
F	di-di-dah-dit	**O**	dah-dah-dah	**X**	dah-di-di-dah
G	dah-dah-dit	**P**	di-dah-dah-dit	**Y**	dah-di-dah-dah
H	di-di-di-dit	**Q**	dah-dah-di-dah	**Z**	dah-dah-di-dit
I	di-dit	**R**	di-dah-dit		

Numerals

1	di-dah-dah-dah-dah	**6**	dah-di-di-di-dit
2	di-di-dah-dah-dah	**7**	dah-dah-di-di-dit
3	di-di-di-dah-dah	**8**	dah-dah-dah-di-dit
4	di-di-di-di-dah	**9**	dah-dah-dah-dah-dit
5	di-di-di-di-dit	**0**	dah-dah-dah-dah-dah

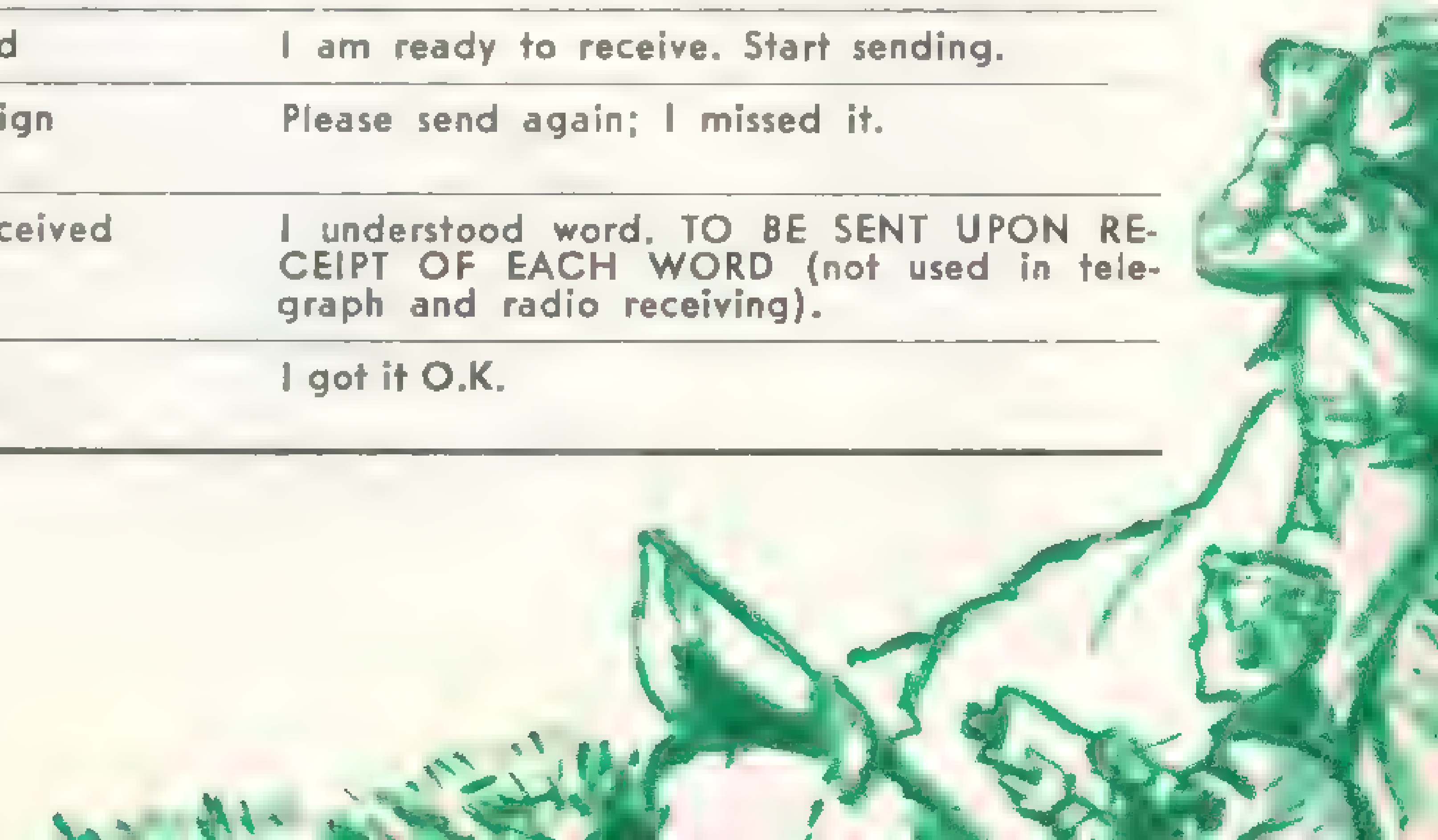
Procedure Signals

Used by SENDER (Letters with line over them sent as one letter)

Morse	*Meaning*	*Explanation*
$\overline{\text{AAAA}}$	Attention	I have a message for you. Are you ready?
8 E's	Error	I made a mistake. I will repeat beginning with last word that I sent correctly.
Front or Pause	End of word	End of word. More coming. (Front in wigwag; pause in other methods.)
$\overline{\text{AAA}}$	Period	End of sentence. More coming. (Punctuation is usually spelled out in long messages.)
$\overline{\text{AR}}$	End of message	That's all for now; did you get it?

Used by RECEIVER (Letters with line over them sent as one letter)

Morse	*Meaning*	*Explanation*
K	Go ahead	I am ready to receive. Start sending.
$\overline{\text{IMI}}$	Repeat sign	Please send again; I missed it.
T	Word received	I understood word. TO BE SENT UPON RECEIPT OF EACH WORD (not used in telegraph and radio receiving).
R	Message received	I got it O.K.



Signaling with Flags

A common Scout method of sending a Morse message in the outdoors is by a single signal flag—swinging it to the right for a dit, to the left for a dah.

That is called wigwag. The flag is about 2 feet square and is attached with tapes to a staff 4 to 6 feet long. In an emergency you can use your Scout neckerchief.

Training in Dits and Dahs. Before you attempt to send a message, learn the right position with the flag and the right way to use the flag for making dits and dahs.

Face squarely the person to whom you want to wigwag. Spread the feet apart for a firm stand. Grasp the butt end of the staff with your left hand and hold it firmly against your belt. Place the right hand about a foot higher. Slant the staff forward a little. This is the upright position. It is used between letters.

To make a wigwag dit, keep the end of the staff in place with the left hand and, with the right hand, bring the flag down to the right, almost to the ground, then back again to upright position, pausing here. In this movement, in which you twist your body slightly to the right, the tip of the staff should make a figure eight through the air to prevent the flag from getting wrapped around the staff.

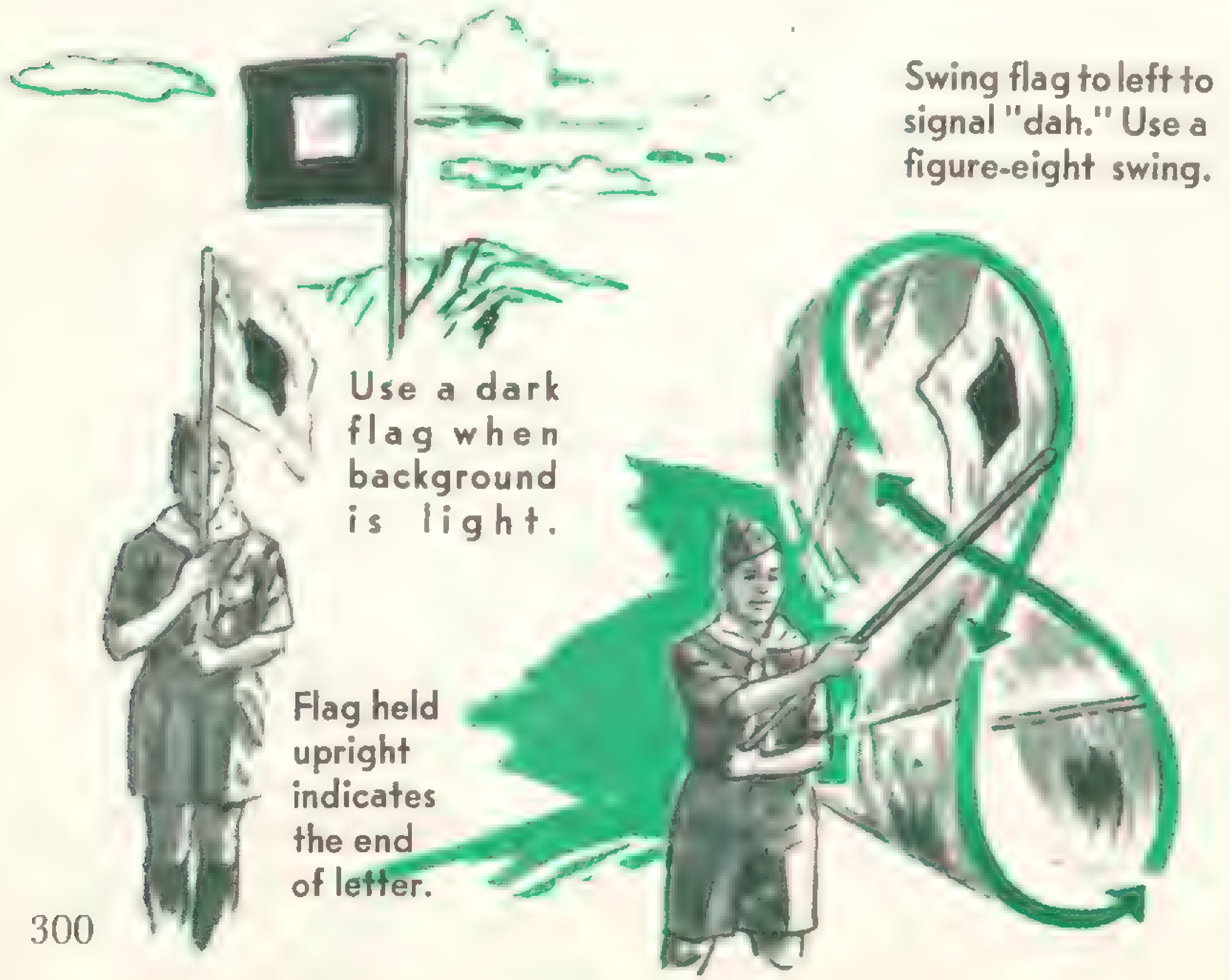
The dah is the same movement of the flag to the left and back to upright.

Letters with several dits or dahs must be made without stopping between the movements of dits and dahs. If you stop in the middle of *A* (di-dah), for instance, the receiver will read it as *E* (dit) and *T* (dah). So train in sending di-dahs and dah-dits by swinging the flag smoothly from one side to the other in a large figure eight.

Use front movement to indicate the end of a word. It is made by bringing the staff down in front of you until it almost touches the ground and up again to upright position.

Making Up a Signal Station. To do the job well, a signal station should consist of two Scouts.

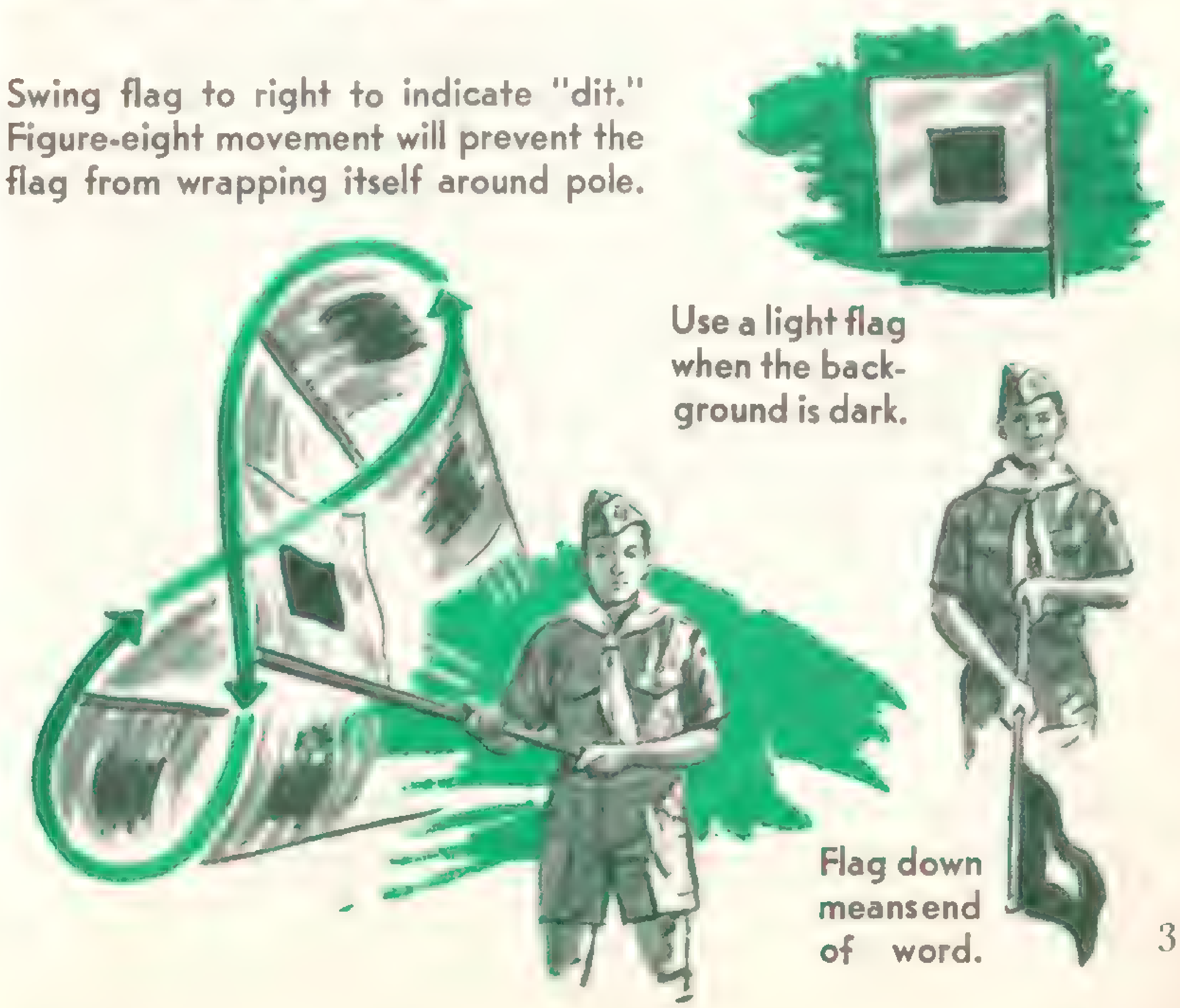
When sending, one Scout dictates the message, word by word, the other Scout swings the flag.



Swing flag to left to signal "dah." Use a figure-eight swing.

Use a dark flag when background is light.

Flag held upright indicates the end of letter.



Swing flag to right to indicate "dit." Figure-eight movement will prevent the flag from wrapping itself around pole.

Use a light flag when the background is dark.

Flag down means end of word.

When receiving, one Scout reads aloud the letters sent by the distant station, the other Scout writes them down on paper.

Sending the Wigwag Message. Now, suppose you want to send a message to the Panther Patrol of Troop 5 camping on the other side of the lake.

First, attract the attention of the other patrol by the attention signal—*AAAA*, sent as one letter.

As soon as you are seen, the signaler of the Panthers gets out his flag and sends the letter *K* to show that he is ready to receive, and you begin your message. Keep watching the Scout to whom you're sending the message. As long as he makes the letter *T* after each word you send, everything is all right. But if he suddenly sends the letters *IMI* as one letter, it means that he failed to understand you and wants you to repeat the last word.

If you make a mistake yourself in the middle of a word, bring your flag down immediately in a front movement, make eight dits—*EEEEEEEE*—to indicate correction, another front, and start the word over.

Finish your message with *AR* sent as one letter and wait for the receiver to send the letter *R*. That tells you that he got your message. No message is considered sent until its receipt has been acknowledged in this manner.

Wait for an answer if you expect one.

Don't worry about speed in signaling. Speed will take care of itself as you practice with your buddy. The important thing is to get the message through. It is better to take your time and have the receiver read every letter, than to give him a hodgepodge that doesn't make sense. In a message of twenty words (one hundred letters) there should be no more than five errors and none to garble the meaning.

Signaling with Sound

Instead of signaling with a flag, you may prefer to send your message by sound. On a hike you can use a whistle or a bugle. In camp you can rig up a loud-sounding buzzer or an auto horn.

Make the sound for dah about three times as long as for a dit. The break between dits and dahs of a letter should be the length of a dit, the interval between letters the length of a dah. To make up a message, use the same procedure signals that you are accustomed to use when Morse signaling with flags.

Signaling with Light

Signaling at night with flashlight or auto light is easy. Make the dits and dahs and intervals the same length as in signaling with sound.

Your greatest thrill in signaling will come some night when you hike with your patrol to a hilltop and send a message by fire across the countryside toward an answering dot of flame a mile away.

For this kind of signaling make a brightly burning fire. Get a buddy to help you hold a blanket before the fire, cutting its light off from view of the receiving patrol. Raise the blanket a foot or so off the ground so that the fire becomes visible to the receivers, then let it fall again. For dits, uncover the fire while you count slowly "one-two." For dahs, count to six. Each break between parts of a letter is "one-two." For interval between words, the count is six.

The night you can get a message through with a campfire signal you may consider yourself a real Scout signaler.

BE PREPARED FOR ACCIDENTS

To read a book you must first know the letters of the alphabet. It's the same with first aid. To go in for advanced first aid, you must first master the simple kind. To go in for First Class first aid, you must first make sure that you still know the first aid you learned for Second Class.

Satisfy your examiner that you have retained your Second Class first aid knowledge.

So go back over the Second Class first aid section, pages 190 to 205. Test yourself on the knowledge, and have a buddy or your patrol leader try you out.

When you are sure of yourself, build on what you know and take the next step in learning first aid so that you will be prepared for any emergency that may happen.

Simple Wounds

You already know that the proper care for a small wound consists in washing it and covering it with a sterile pad.

Whatever the size of the wound, think of this little rhyme:

Treating wounds, heed this reminder:
Clean it—Dress it—Put on binder.

Cleaning a wound—The best way to clean a wound is to wash it with soap and water. At home, use water out of the faucet. In camp or on a hike, use water from your canteen or from a clear stream or lake. If you don't have water, simply cover the wound with a dressing until water for washing is available.

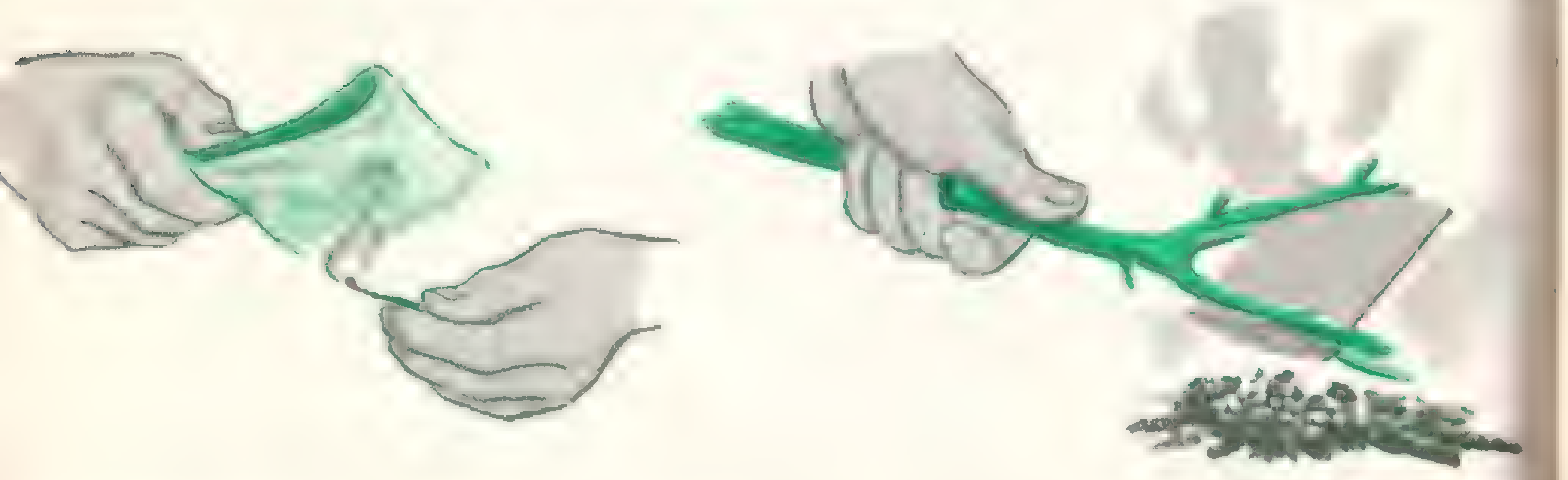
Dressing a wound—The dressing for a wound should be sterile—that is, free of germs. Your first aid kit for hike or camp should contain several of these dressings, each in a germproof envelope. Open the envelope carefully. Pull the dressing out by one corner and place it on the wound, making sure that the part of it that will touch the wound does not touch anything else first and thereby pick up germs.

Putting on binder—When the wound is dressed, the dressing must be kept firmly in place. This is done with a binder—strips of adhesive tape, a gauze bandage, or a triangular bandage, such as a Scout neckerchief. A triangular bandage is sometimes used open, sometimes folded into a narrow binder: a cravat bandage.

Use triangular bandage (Scout neckerchief) for arm sling and as binder for wounds on head, hand, knee, foot.

Practice, *practice,* PRACTICE is what makes a good first-aider. In first aid it is very important that you are right before you go ahead.

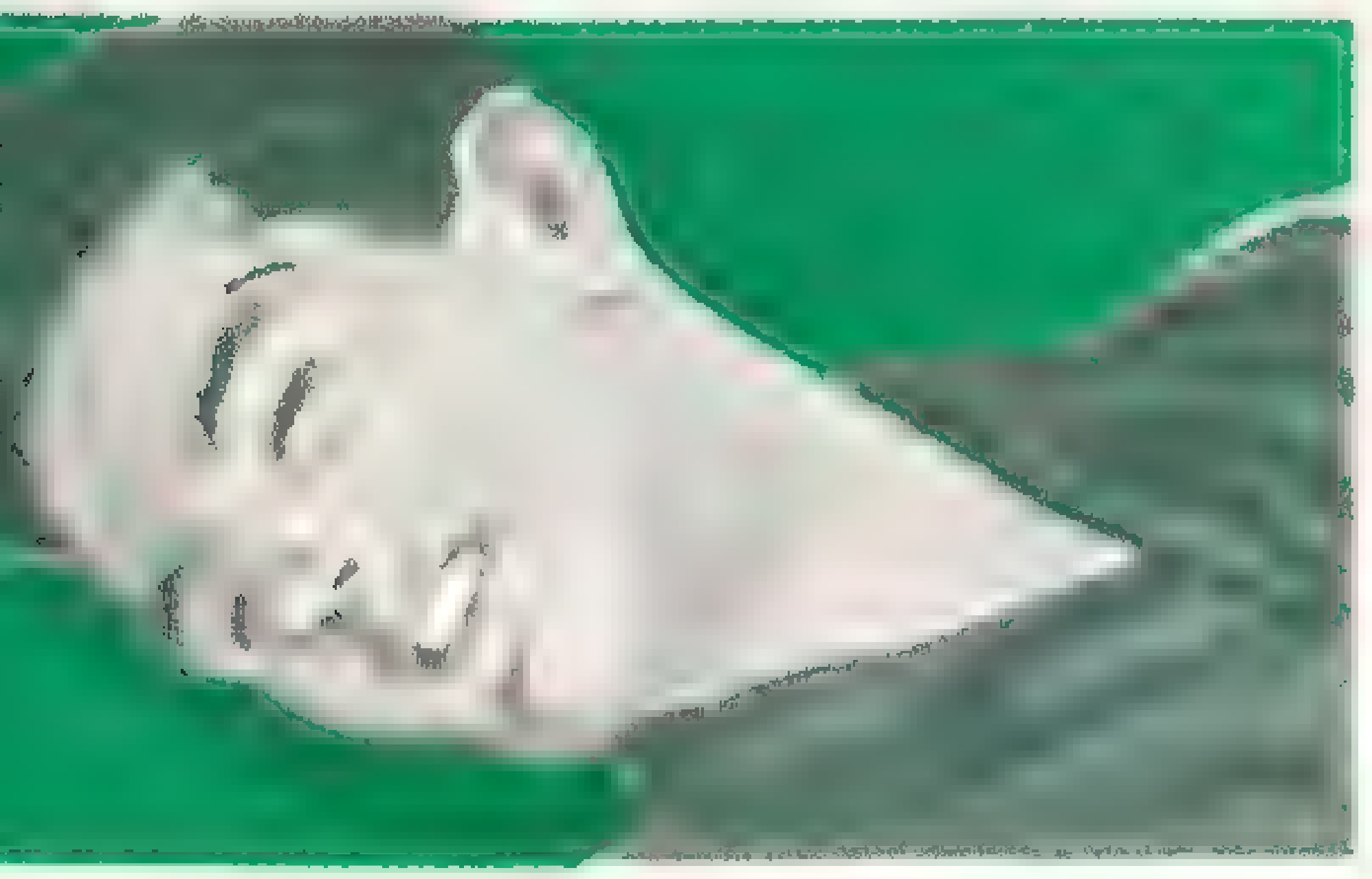
IMPROVISE A STERILE DRESSING

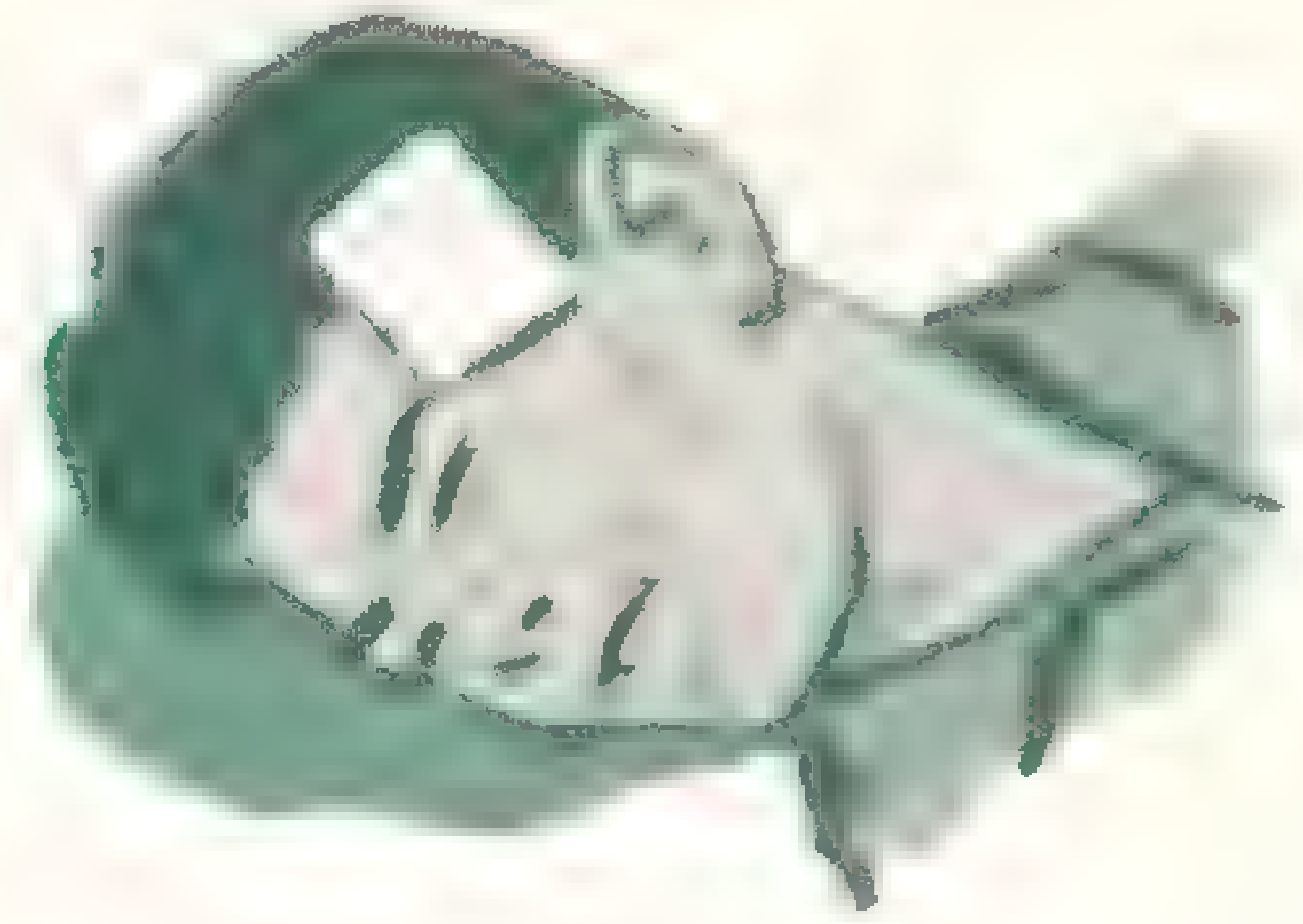


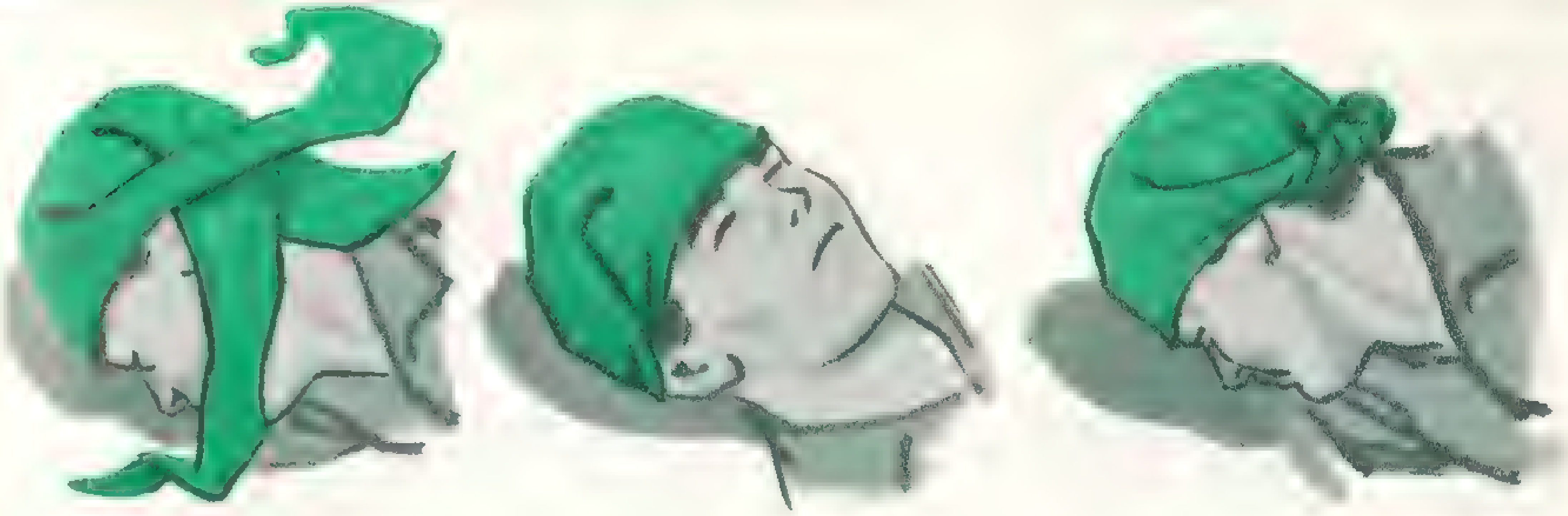
Improvise a sterile dressing.

Improvising a Sterile Dressing. If you do not have a sterile dressing, you will have to improvise one. For this, fold a clean handkerchief or piece of cloth into a pad. Light a match and scorch an area of the pad large enough to cover the wound until the cloth has turned a dark brown. Even better, roast the cloth pad to a dark brown over a small bed of coals, holding it in the split tines of a forked stick (see illustration).

TRIANGULAR BANDAGE FOR HEAD

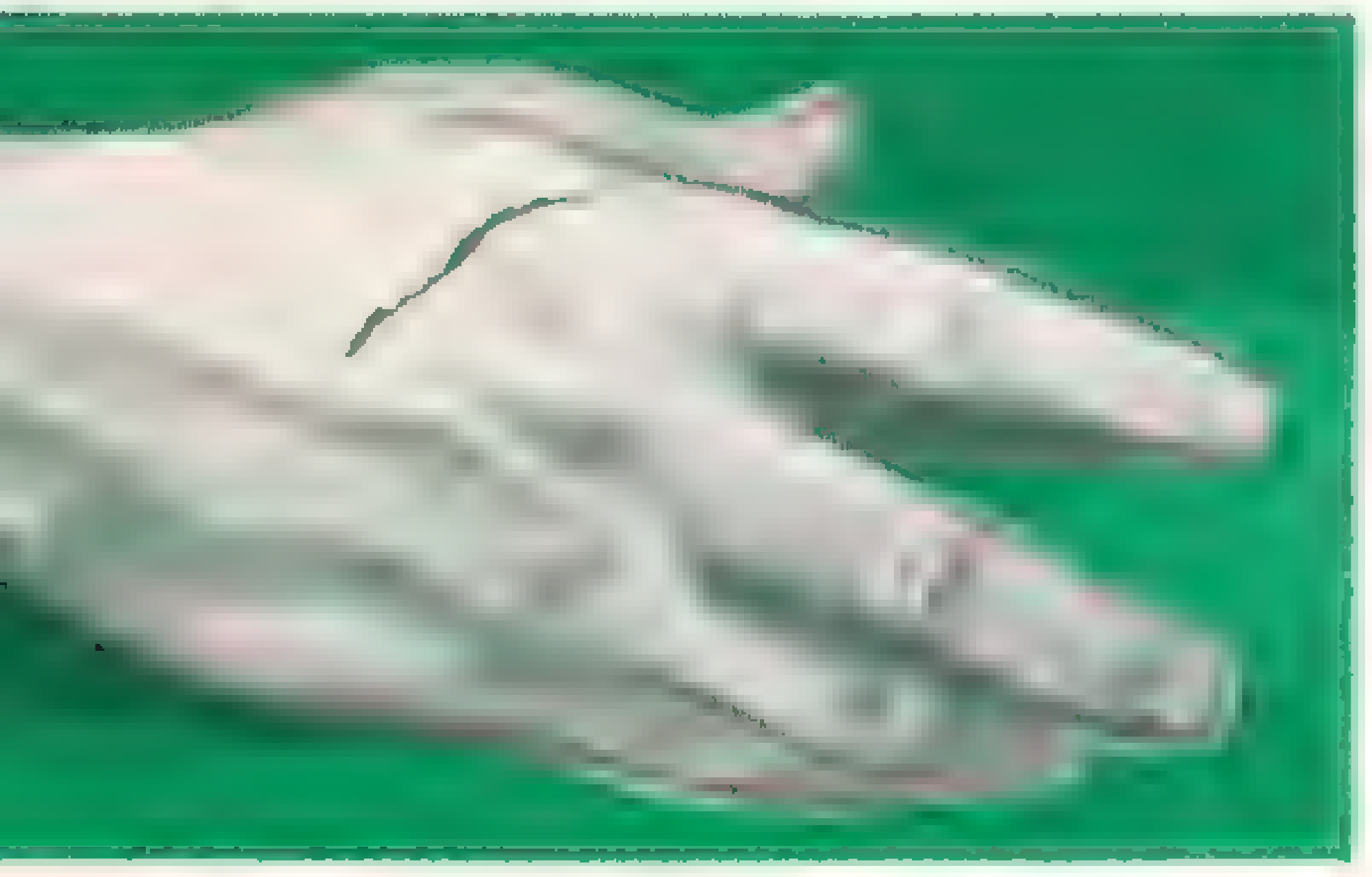


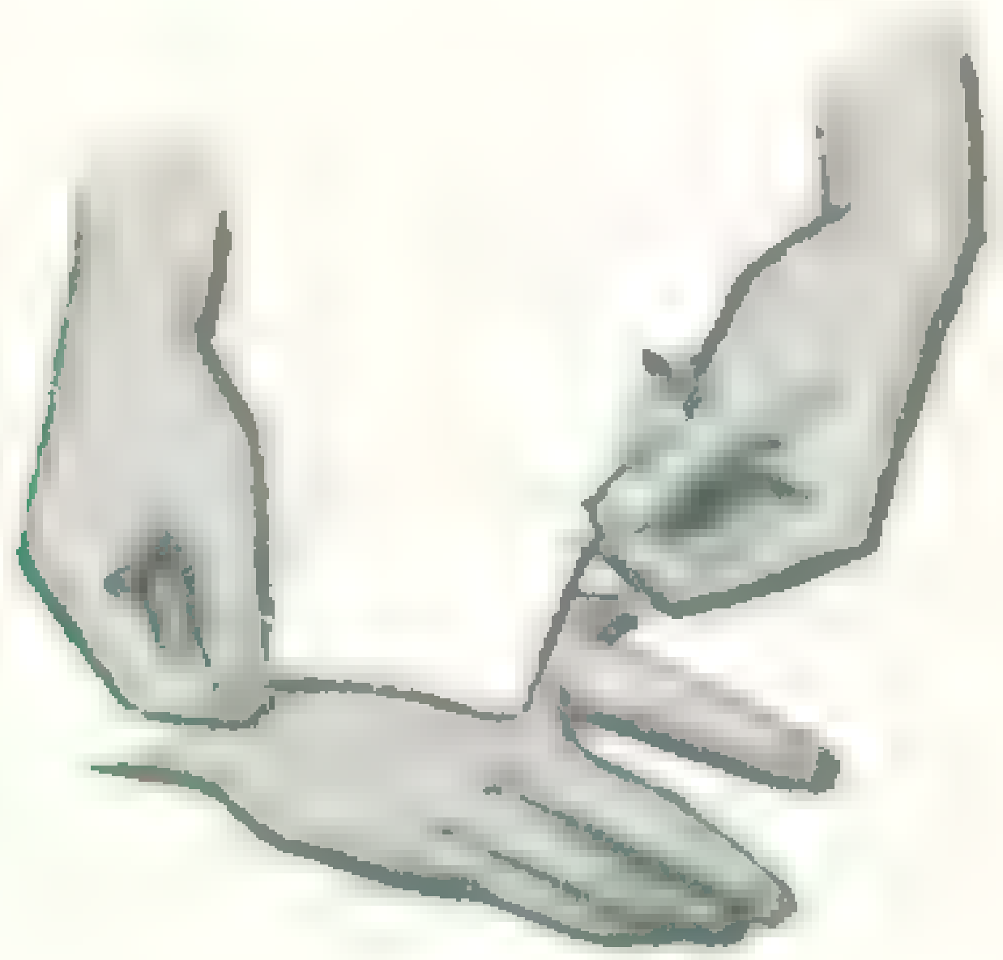


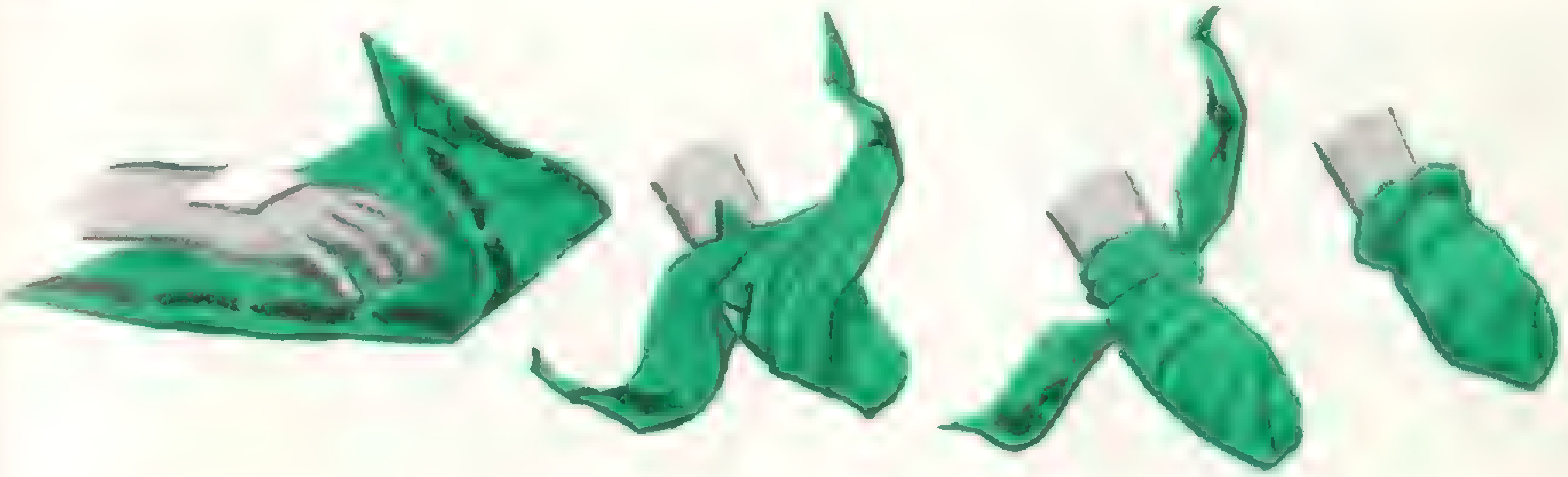


Head bandage—Dress the wound. Spread your triangular bandage out flat and fold the long edge into a 1½-inch hem. Place the bandage on the patient's head on top of the dressing, with the hem over the forehead, close to the eyebrows. Tie the two ends in the back. Pull the point of the triangular bandage until bandage lies firmly over the head. Tuck point and free ends in.

HAND BANDAGE

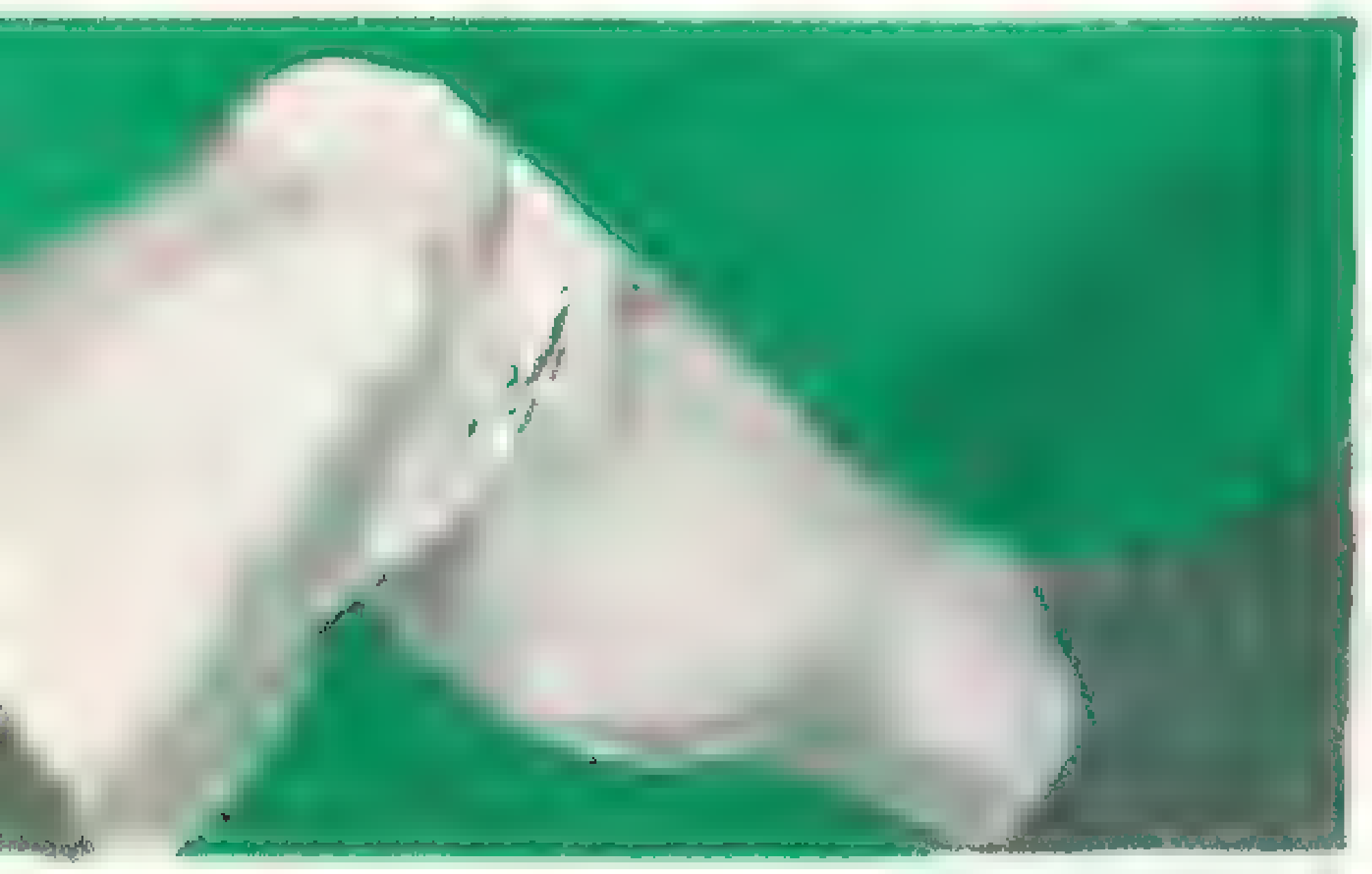


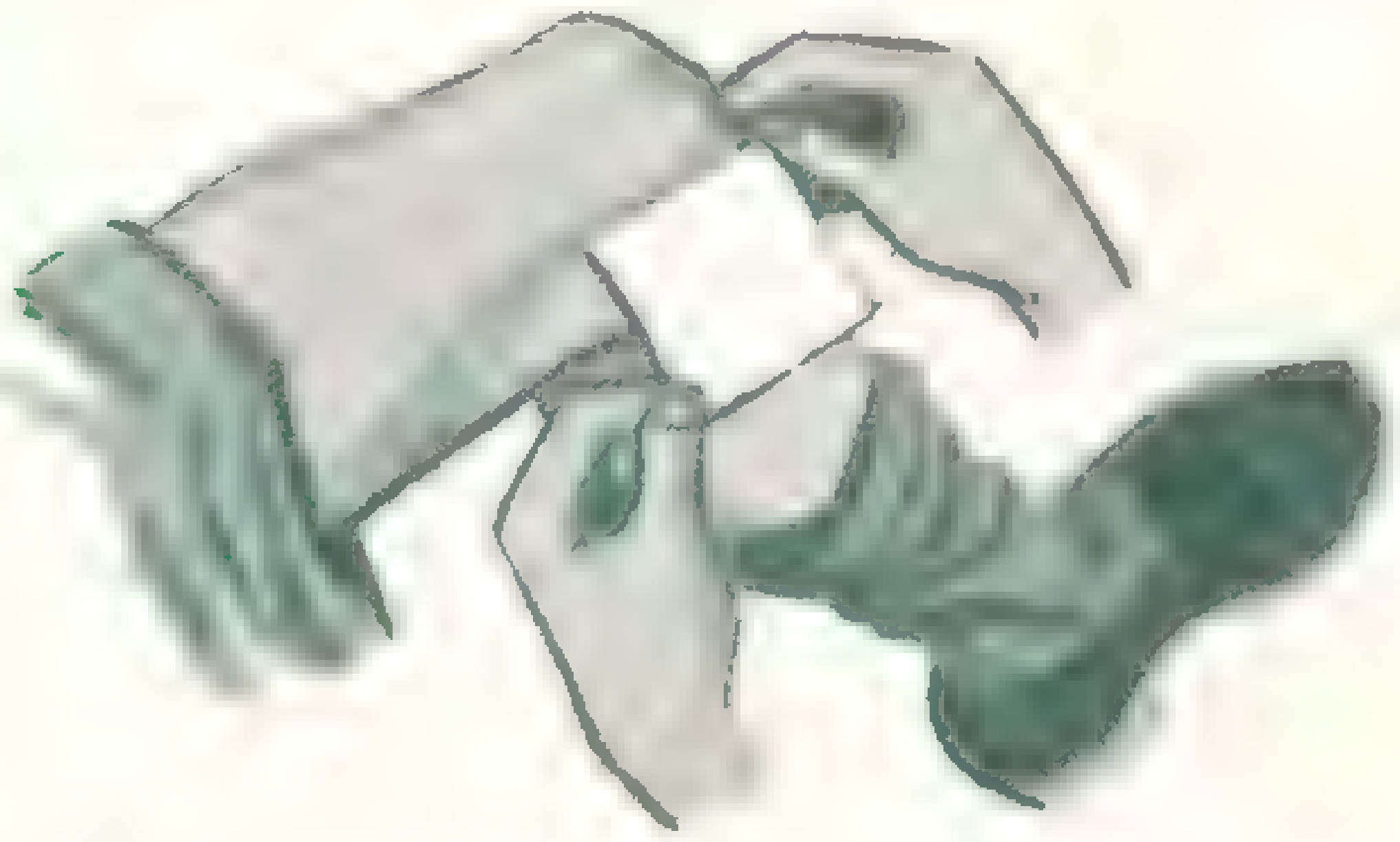


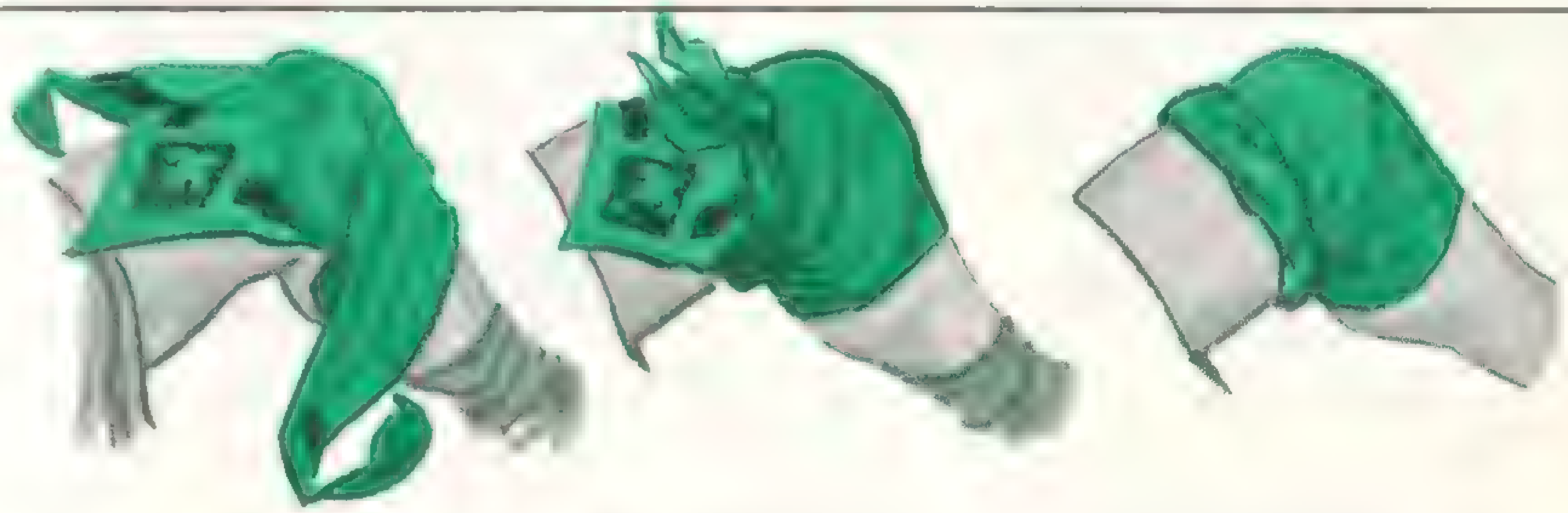


Hand bandage—After the wound has been dressed, place the patient's hand on the triangular bandage, with the wrist at the long edge. Fold point over. Wrap the long ends of the bandage around the wrist and tie them with a square knot. Tuck in ends.

KNEE BANDAGE

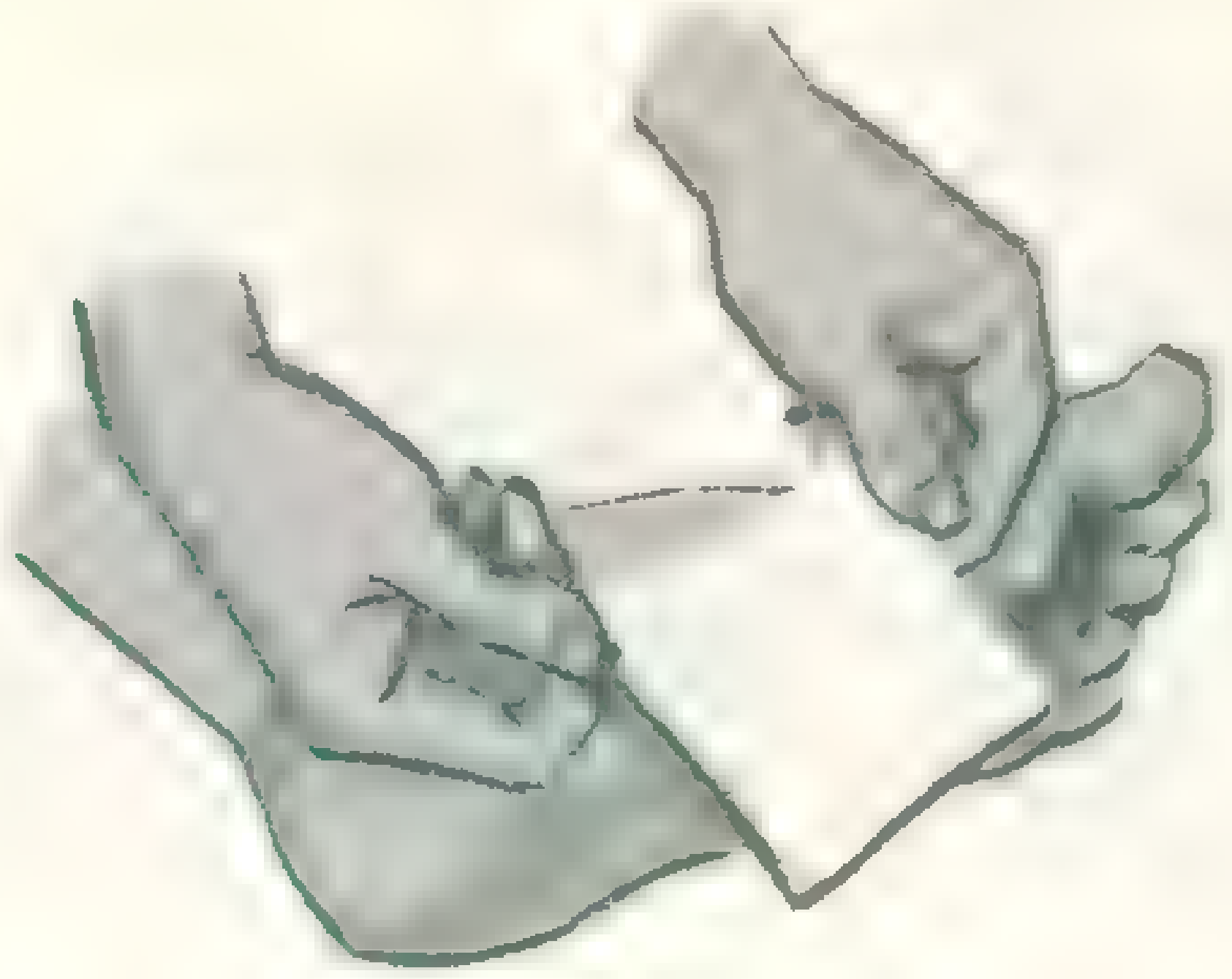


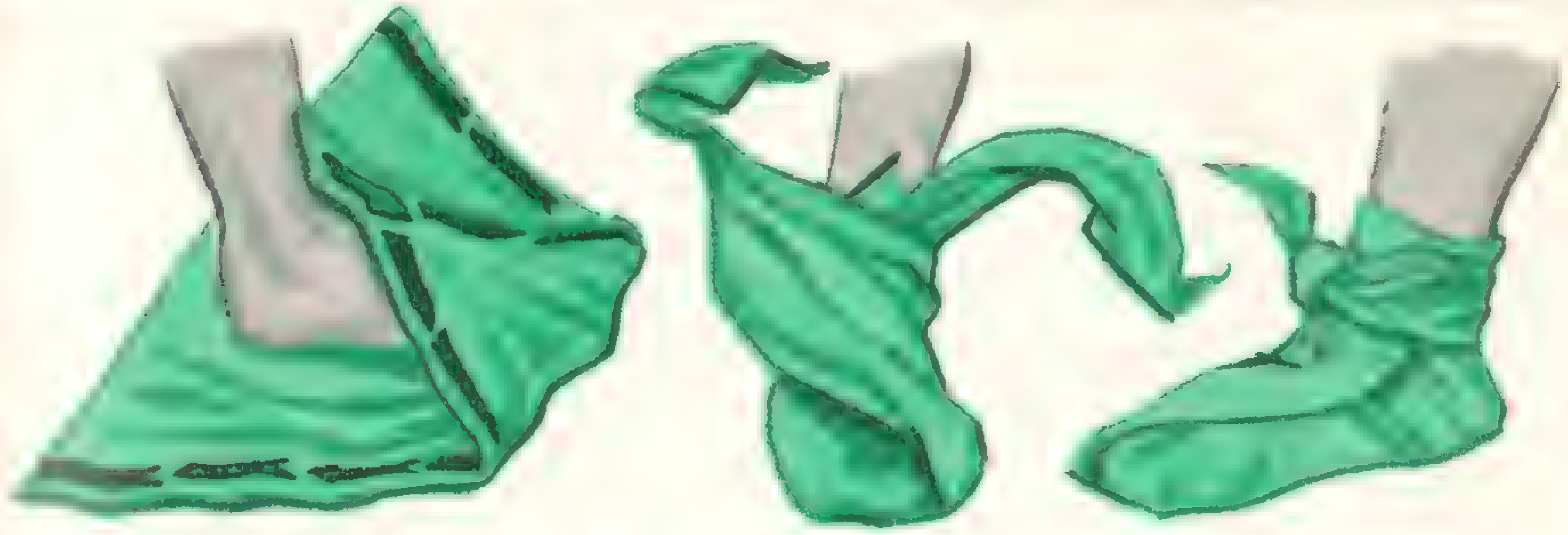




Knee bandage—Place dressing on the wound and hold it in place with the long edge of the triangular bandage. Wrap the two long ends around the calf first, then around the thigh. Tie them together with a square knot and tuck them in.

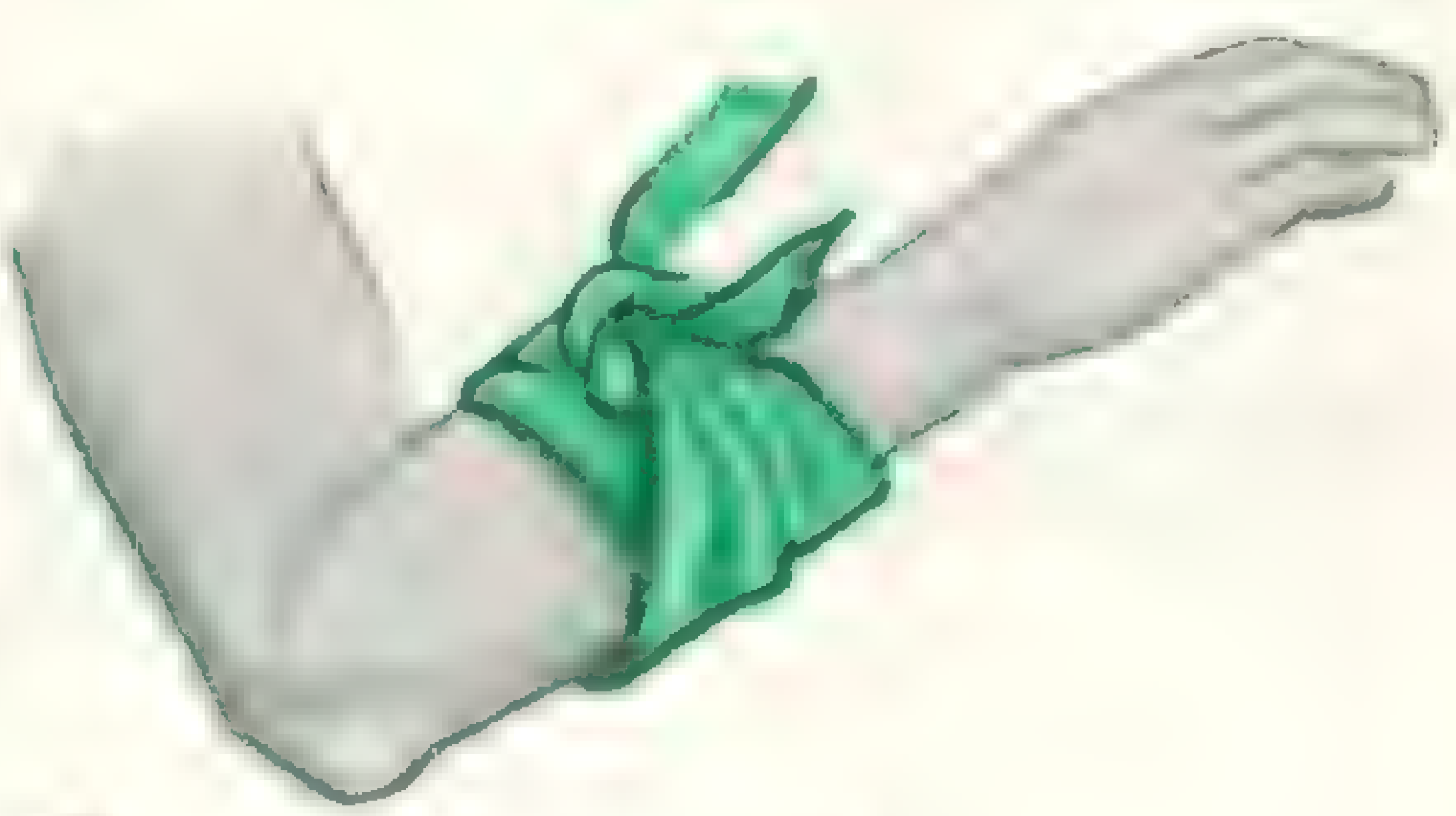
TRIANGULAR BANDAGE FOR FOOT

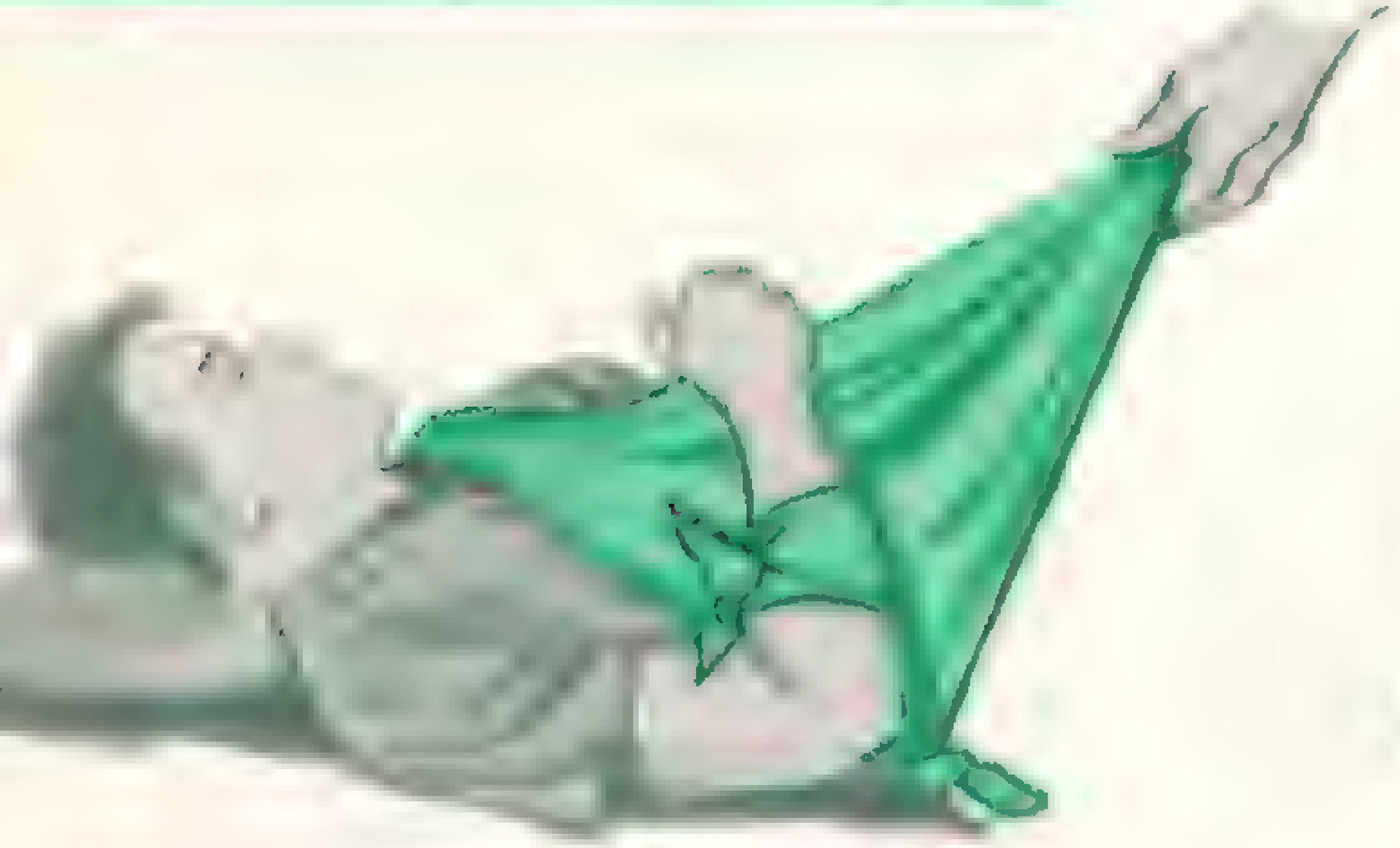


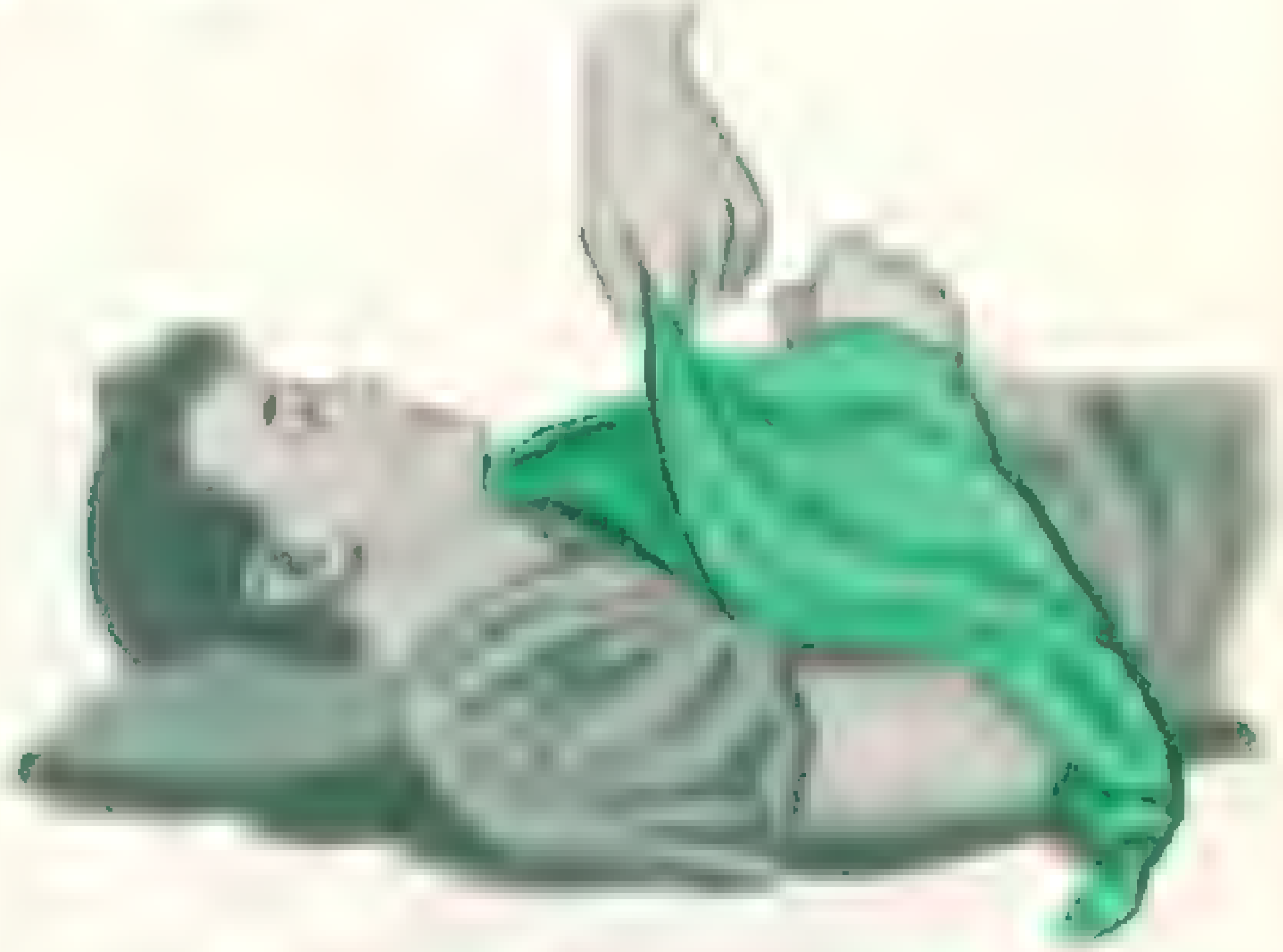


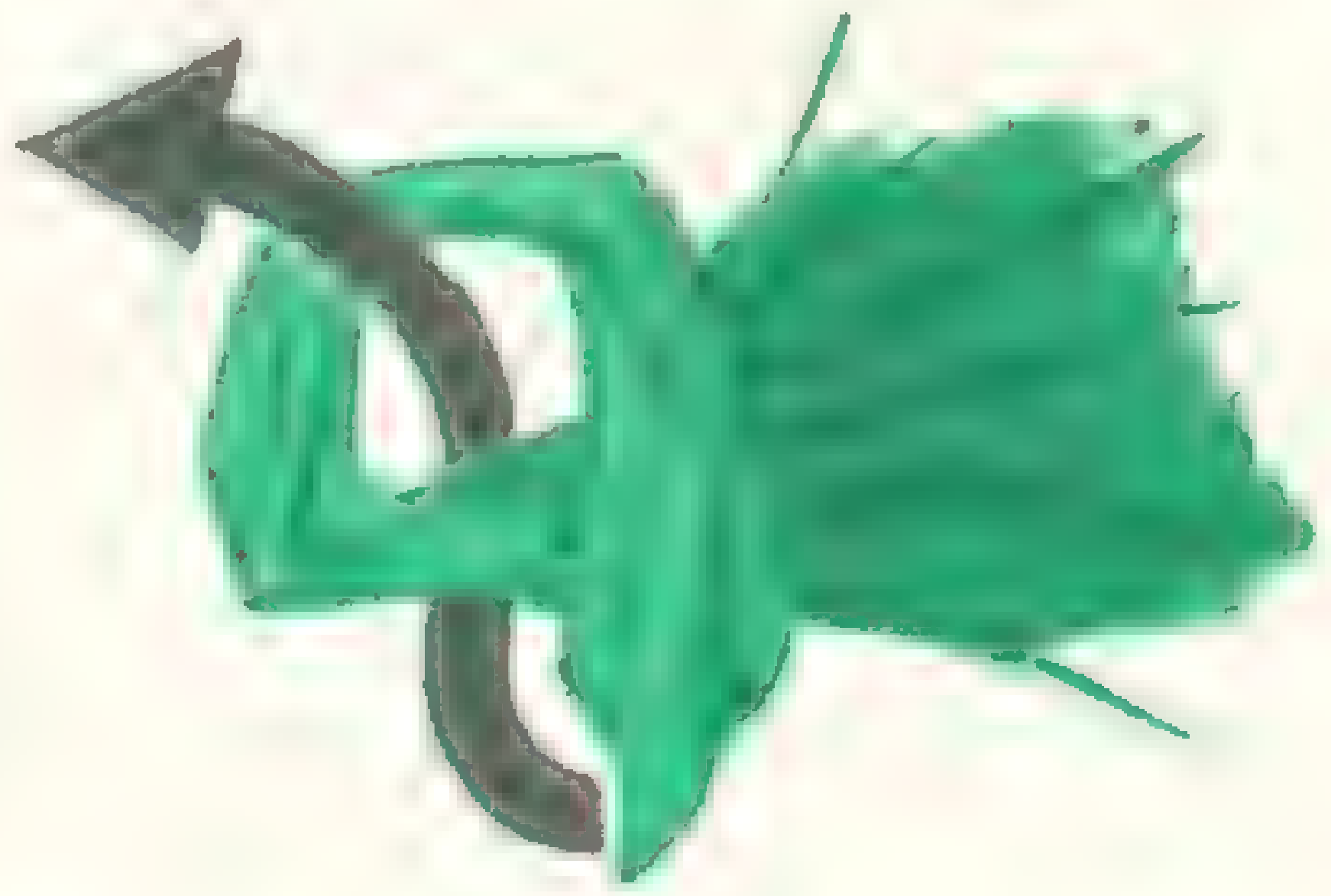
Foot bandage—Put dressing on wound. Place foot on middle of bandage, with heel at the long edge. Cover foot with point, fold in front corners and wrap ends of bandage around ankle. Tie the ends together and tuck them in.

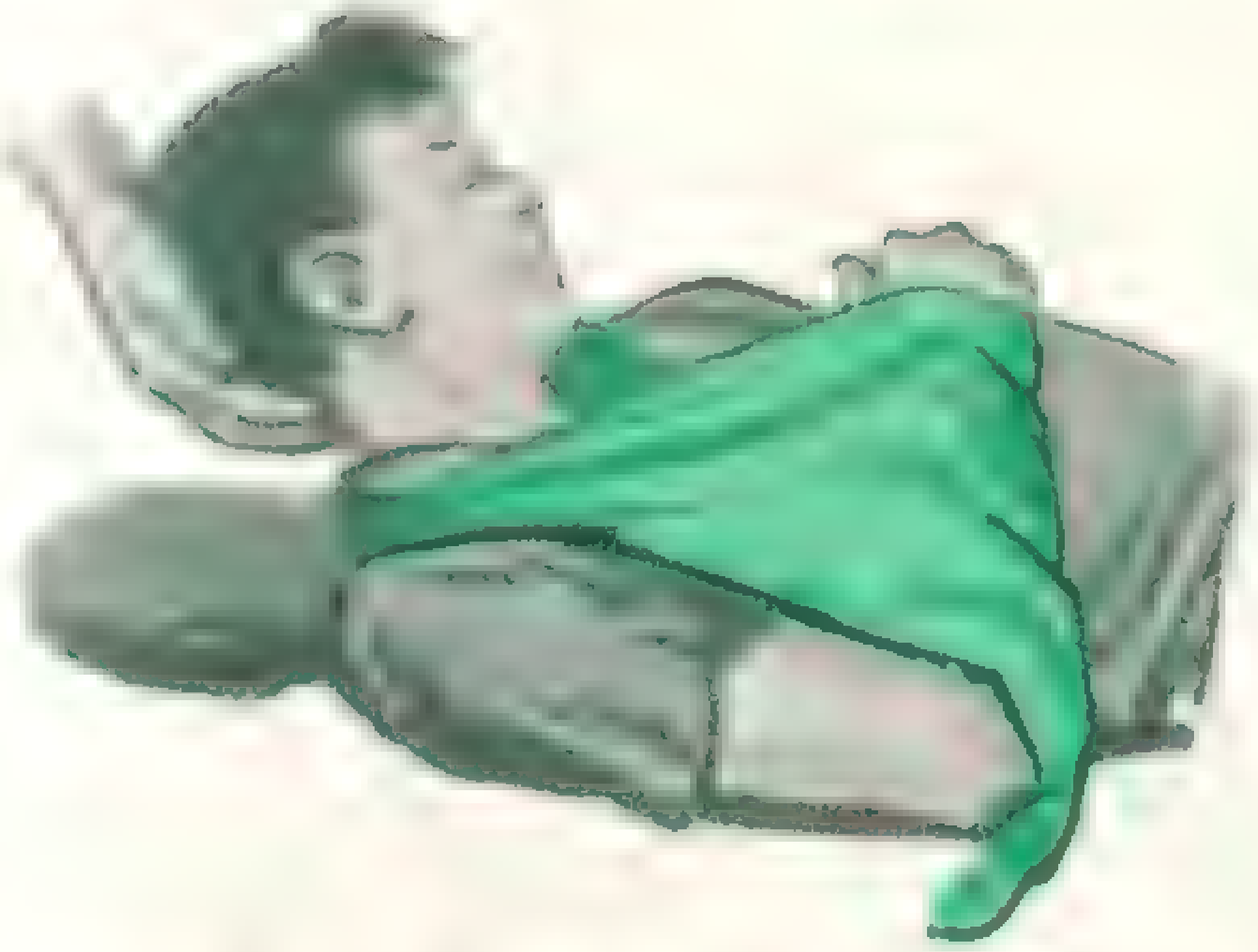
ARM SLING

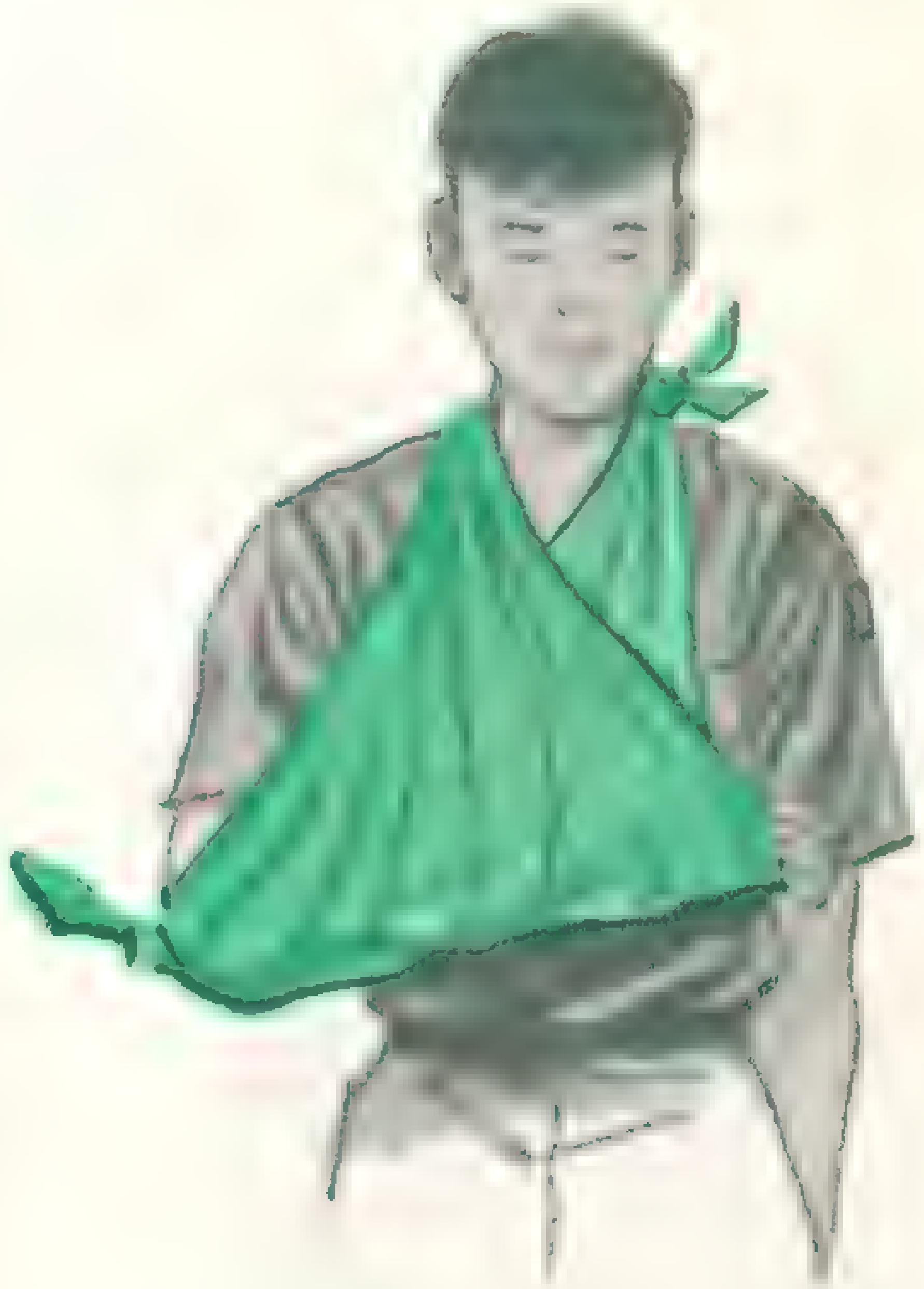












Arm sling—An arm sling is used to keep an injured hand or arm protected. Tie an overhand knot—"pig's tail"—at the point of the triangular bandage. Place the bandage over the chest, with the "pig's tail" at the elbow of the arm that is injured and one end over the shoulder of the uninjured arm. Bring the other end of the bandage up to the other shoulder. Tie the two ends together on the side of the neck in such a way that the hand is held about 3 inches higher than the elbow.

Puncture and Poisoned Wounds

Explain first aid for puncture wounds from splinter, nail, fishhook, dog bite, poisonous snake bite.

Puncture Wounds. Puncture wounds are often deep but rarely bleed freely. They are sometimes small—as when made by a pin, a splinter, a nail, or a fishhook. Stab wounds and wounds from gunshot, blank cartridges, or firecrackers are in the same class. All of these wounds are dangerous—partly because they are hard to clean, but more particularly because the germs of the dreaded tetanus or "lockjaw" infection may have been carried into them. This germ is found in road and street dirt, in the soil of gardens and fields, around barns.

First aid for puncture wounds—Squeeze gently around the wound to get it to bleed. If a splinter or a nail is in the wound, pull it out. If it is a fishhook, it must be pushed in and around with a pair of pliers until the point comes out, and the barb must be snapped off with the pliers before it can be pulled out—better let a doctor do this. Treat the wound as a regular wound: Clean it—dress it—put on binder.

Then take your patient to a doctor. If it is needed, he will give the patient an injection of tetanus antitoxin or a booster shot of tetanus toxoid that will prevent the disease from developing.

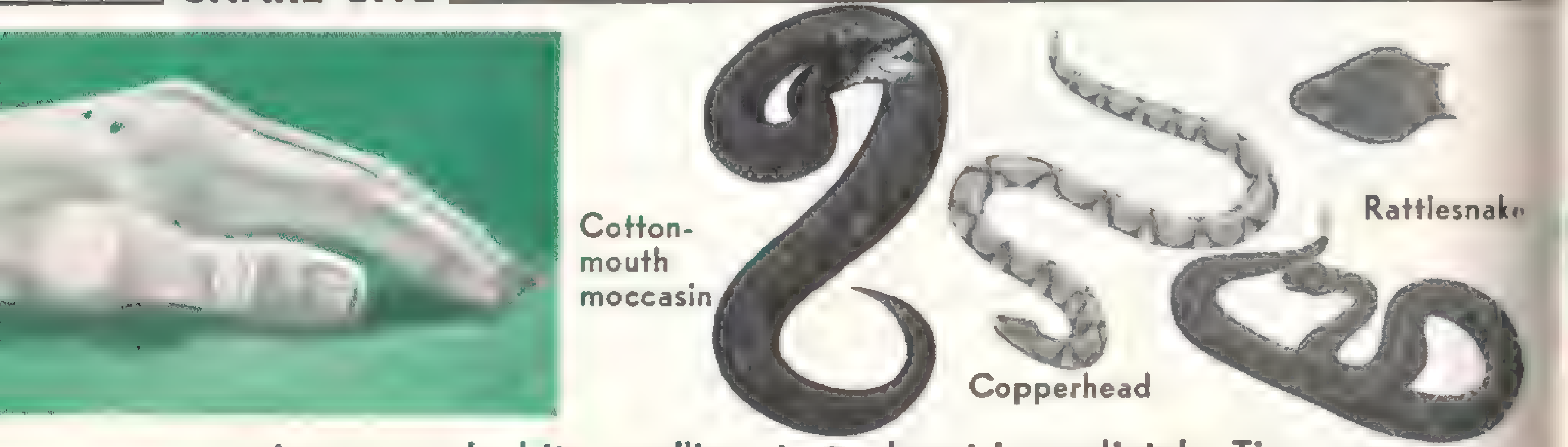
Dog Bite. A dog bite is not an ordinary wound, but one that requires the services of a first-aider, a doctor—and a dog catcher!

This is why: The biting dog may be just a nervous pet or a vicious brute, but it is possible that it may be "mad"—suffering from a disease called rabies or hydrophobia that may cause death to the person bitten. Cats, skunks, foxes, and other animals can have the same disease. There is no way of telling without a laboratory test. The dog may not *act* "mad" at all. It may seem perfectly normal or may snap at everything or may be partly paralyzed. The only way to find out is to have the animal caught and kept under observation. If it shows signs of sickness it may be necessary to have it shot (NOT in the head) and to have a laboratory analyze its brains. But that is not your job. Your job is to give first aid, to call a doctor, and to have someone—preferably the police—take care of the animal.

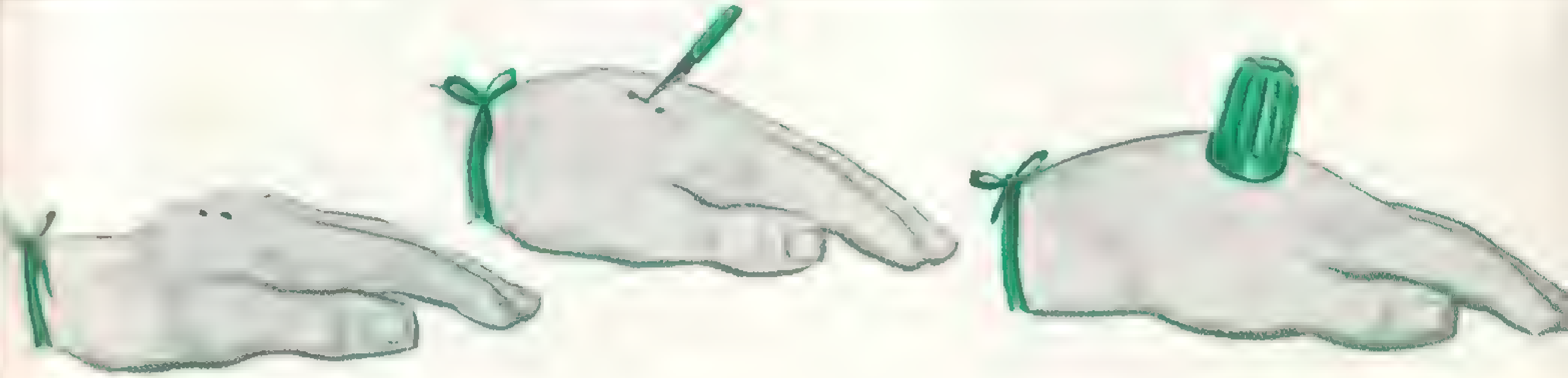
First aid for dog bite—Wash the bite thoroughly in plenty of water—preferably under a water faucet—to remove saliva. Be careful not to get saliva on your own hands. After washing, cover the bite with a sterile dressing. Then to the doctor.

Snake Bite. Both harmless and poisonous snakes are apt to strike when cornered. But while the bite of a harmless snake needs only ordinary first aid for wounds, the bite of the poisonous kind is a serious matter—so serious that if you hike or camp in snake-infested country, you should be prepared by carrying a snake bite outfit consisting of a razor blade, a piece of rubber tubing, and a rubber suction cup. These things are included in the official Boy Scout snake bite kit.

SNAKE BITE



In poisonous snake bite, swelling starts almost immediately. Tie a constriction band around the limb to prevent poison from getting to heart.



Open up the two fang marks with shallow cuts, using razor blade or knife point. Start suction with rubber suction cup or with your lips.

We have four kinds of poisonous snakes in the United States—rattlesnakes, copperheads, cottonmouth moccasins, and coral snakes. The bites of the first three look alike. In each of them you will find one or two marks that show where one or both fangs entered and injected their poison. A swelling starts almost immediately, the pain is intense, and shock is present.

FIRST AID FOR POISONOUS SNAKE BITE—Work fast. If a helper is on hand, send him for a doctor or an ambulance. Have your patient lie down and keep him quiet. Give first aid for shock along with first aid for the bite.

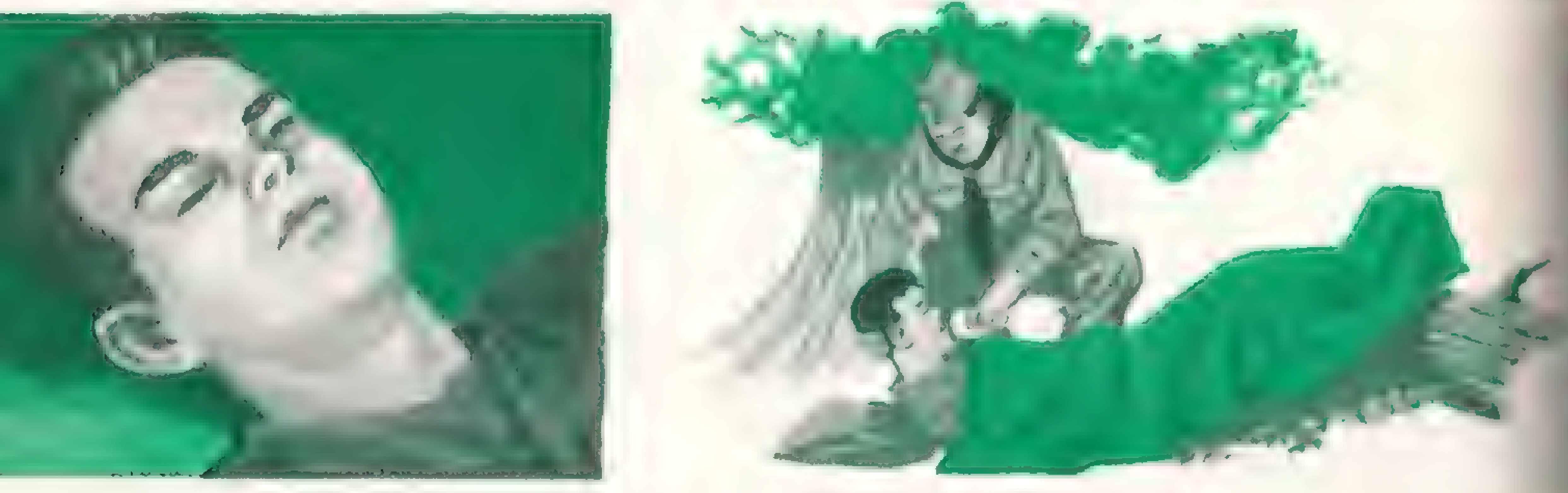
If you have a snake bite outfit, tie the ribbon in it around the limb that is bitten 1½ to 2 inches above the fang marks—that is, between the marks and the heart. If you have no ribbon, make a constriction band by folding your neckerchief into a cravat bandage a couple of inches wide. Tie the band firmly enough to make the surface veins stand out, but not so firmly that you shut off the blood in the arteries. Then open up the fang marks with shallow cuts, using the razor blade of the snake bite kit or a sharp knife point, sterilized in a match flame.

As soon as the cuts are made, start suction to remove the poison-filled blood in the bite. If you have a snake bite kit, use the suction cup in it. Otherwise, use your lips, spitting out and rinsing the mouth from time to time with water.

If the swelling moves up along the arm or leg, move the constricting band up ahead of the swelling. Make shallow cuts through the skin with razor blade or the knife point and apply further suction. The cuts should be about ⅛ inch deep, ¼ inch long, and parallel to the length of the arm or leg, *not* across. Be careful that you do not cut into an artery.

If a car is available or the patient can be carried, you may now take him to a doctor or a hospital, but continue the treatment during the transportation.

HEAT EXHAUSTION



In heat exhaustion, patient's face is pale, with cold sweat on forehead. Move patient to a shady spot. Place him on back with head low.

Bad Effects of Heat or Cold

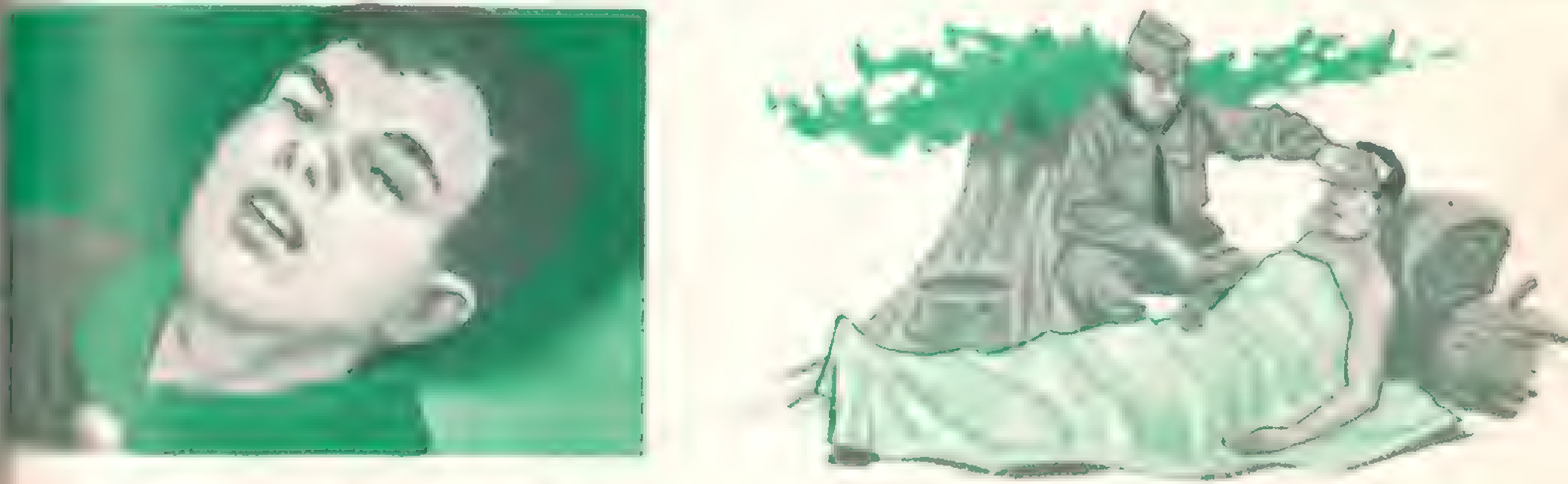
Explain first aid for heat exhaustion, sunstroke, frostbite.

Heat Exhaustion. Heat exhaustion—as the name indicates—is caused by heat. It usually hits a person in an overheated room, but may also overtake him in the sun.

The patient's face is pale, with cold sweat on the forehead. Breathing is shallow. The whole body may be clammy from perspiration. Vomiting is common. Do not confuse with *sunstroke* which requires an entirely different kind of first aid.

FIRST AID FOR HEAT EXHAUSTION—Since heat exhaustion may be considered "shock from heat," regular shock treatment is in order. Move the patient to a shady, cool spot, and place him on his back with head and shoulders low. If possible, get him into bed.

SUNSTROKE



In sunstroke, patient's face is red and dry. Get him into shady spot. Place him on back with head raised. Cool him with plenty of cold water.

Give him sips of salted water—one teaspoon of table salt to one glass of water.

Sunstroke. Sunstroke is usually caused by exposure to direct sun. It is always serious, and *a doctor should be called at once.*

The patient's face is like the sun: red, hot, dry. Breathing is slow and noisy—sometimes it sounds like snoring. The body skin feels dry and hot. In severe cases, patient may be unconscious.

FIRST AID FOR SUNSTROKE—While waiting for the doctor, get the patient into a cool, shaded spot, and place him on his back with his head and shoulders raised. Undress him down to his underwear and set out to cool him—especially his head—with cold water, or ice if you can get it. Use dripping wet towels, shirts, cloths—keep them cool by pouring water over them or wringing them out in cold water from time to time. If you have a sheet, spread it over the patient and keep it doused with cold water. When the patient's body has cooled, stop treatment for a while to see if he heats up again. If he does, resume cooling. When he regains consciousness, let him drink all the cold water he wants.

Frostbite. When you are out skating or skiing, someone in the crowd may complain of his ears, nose, fingers, or toes feeling numb. Or you may notice that a fellow's ears or nose or cheeks are looking grayish-white—sure sign of frostbite.

FIRST AID FOR FROSTBITE—Get the frozen part thawed out. If part of the face is frozen, have the person remove a glove and cover the part with his hand. If a hand is frostbitten, bring it under the armpit next to the skin. Then get the victim into a warm room, give him a warm drink and rewarm the frozen part by holding it in lukewarm but *not hot* water, or by wrapping it in warm blankets. When the frostbitten part is rewarmed the patient should be told to exercise injured fingers or toes.

Pain in Stomach

Explain danger of taking laxative for pain in stomach.

Stomach-Ache. There are stomach-aches and STOMACH-ACHES. There are those that come as nature's punishment for overeating or eating too fast, or for indulging in a diet of green apples, too much watermelon and ice cream, too many frankfurters and pop. And there is the kind that strikes with no apparent cause and continues for hours.

FIRST AID FOR STOMACH-ACHE—If it is plain that the ache is caused by improper eating, simply have the patient lie down or send him to bed. Half a teaspoon of baking soda in half a glass of water may relieve the pain. Use no laxative.

If the cause of the pain is unknown, or the ache continues, put the patient to bed and call a doctor—the trouble may be caused by an infected appendix. By all means GIVE NO LAXATIVE—the action of a laxative may break the appendix and make the patient's condition extremely dangerous.

Fractures or Broken Bones

An automobile smashup, a fall, a violent blow, and you may be up against a fracture—a broken bone.

Demonstrate first aid for fracture of collarbone, upper arm, forearm, lower leg.

Simple and Compound Fractures. There's your patient, obviously suffering from shock, complaining of pain in a certain spot of the leg, arm—or maybe head, side, or back. A quick check shows that a bone is broken—the patient can't move the hurt part; it may look bent or shortened or have a bump. If touched, the patient will register increased pain. A swelling is setting in.

If that is the general picture, your patient is lucky. His fracture is a *simple fracture*—one in which there is no open wound. It will heal in a few weeks. But if the sharp edges of a splintered bone have cut through flesh and skin to the surface, your patient is suffering from *compound fracture*—a fracture plus a wound. Several months in the hospital may be necessary to heal it.

The terrible danger in fractures is that incorrect handling by a well-meaning first-aider may turn a simple fracture into a compound fracture that may cripple the patient or even endanger his life. So in fractures, what you *DO* is only part of the picture—what you DO NOT do is often far more important!

FIRST AID FOR FRACTURES

DO let the patient lie with as little motion as possible exactly where he is while you render first aid—making him as comfortable as possible with something over and under him, such as coats or blankets.

DO call a doctor or an ambulance immediately.

DO treat for shock.

DON'T let anybody bundle your patient into a car to rush him to the hospital—that's the simplest way of turning a simple fracture into a compound one, ten times more dangerous!

DON'T try to set the broken bone—that's the doctor's job.

DON'T give a stimulant if there is severe bleeding.

COUNT TO THREE

1. **Make patient comfortable.**
2. **Treat for shock.**
3. **Wait for doctor.**

IMPORTANT: In a compound fracture, cover the wound with a sterile dressing. If blood is spurting from an artery, stop it with hand pressure as described on page 192. It is good practice always to put a tourniquet bandage (see page 193) loosely around a limb with compound fracture—if bleeding should start, you are immediately prepared to handle it.

SPLINTS

Splints. In case of extreme emergency—when an accident has happened on a heavily traveled highway or in faraway wilderness—it may be necessary to move the patient before the doctor gets to him. In such a case, DO support the broken limb by making it immovable between well-padded splints. DO NOT move the patient before this splinting is completed—SPLINT HIM WHERE HE LIES!

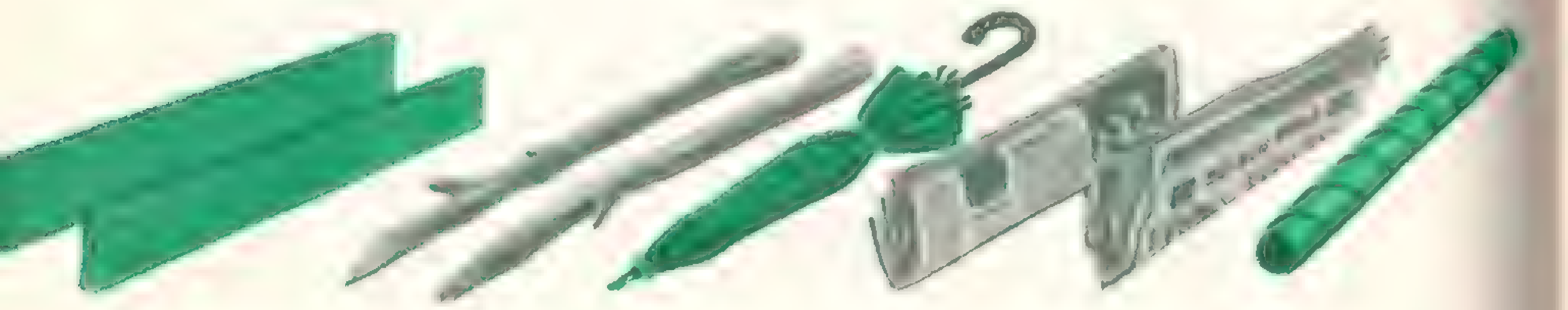
A splint is some stiff material that can be tied to the fractured limb to make it rigid and prevent the bone from moving and tearing the flesh with its sharp edges. A splint should always be longer than the bone to which it is applied. Before applying, the splint should be padded with soft material.

For splints use slabs of wood or lengths of saplings, pieces of bark, canes or umbrellas, broomsticks or shovel handles, rulers, heavy cardboard, signal-flag sticks, heavy wire, wire netting, cornstalks, folded newspapers or magazines.

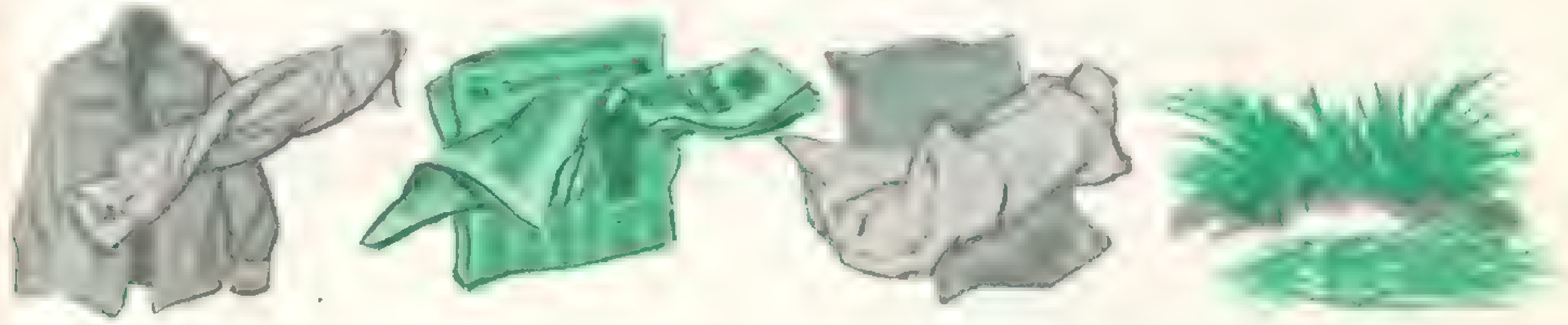
For padding use cotton or wool batting, moss or grass, stockings or pieces of clothing, pillows or blankets, crumpled paper. Padding makes splints fit better and prevents hurting the patient.

For tying the splints use neckerchiefs, handkerchiefs, roller bandages, strips of cloth, belts.

In other words, look around, see what is there, use what can be used. Try it this very minute, as you read this. What is within reach that you could use for splints and padding?

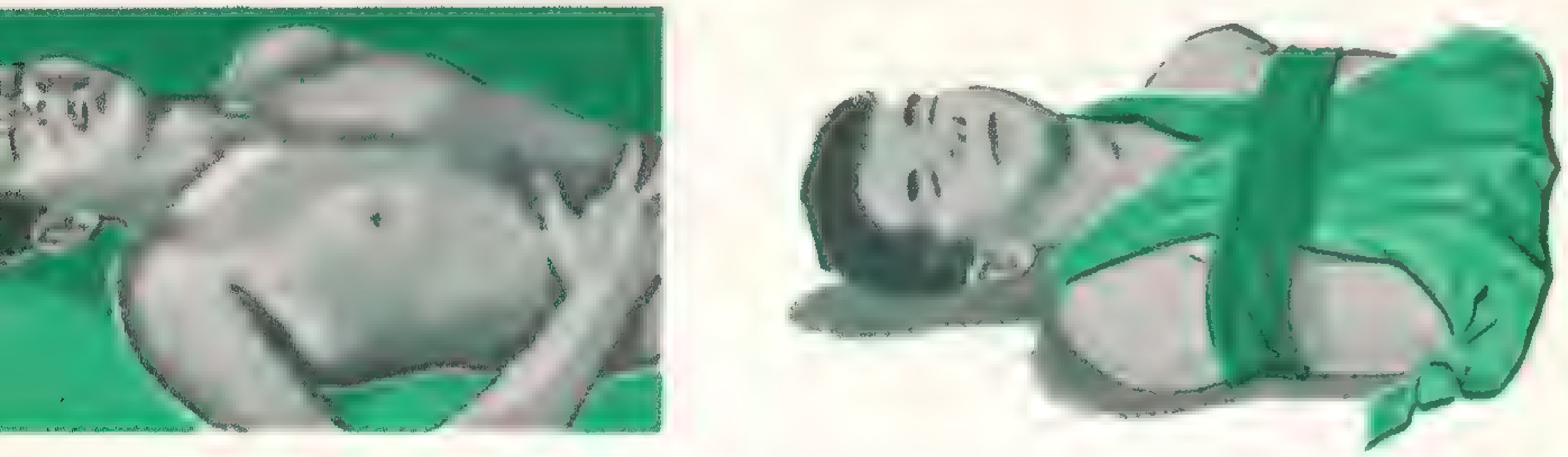


Materials for splints: boards, sticks, umbrella, paper, cardboard tube



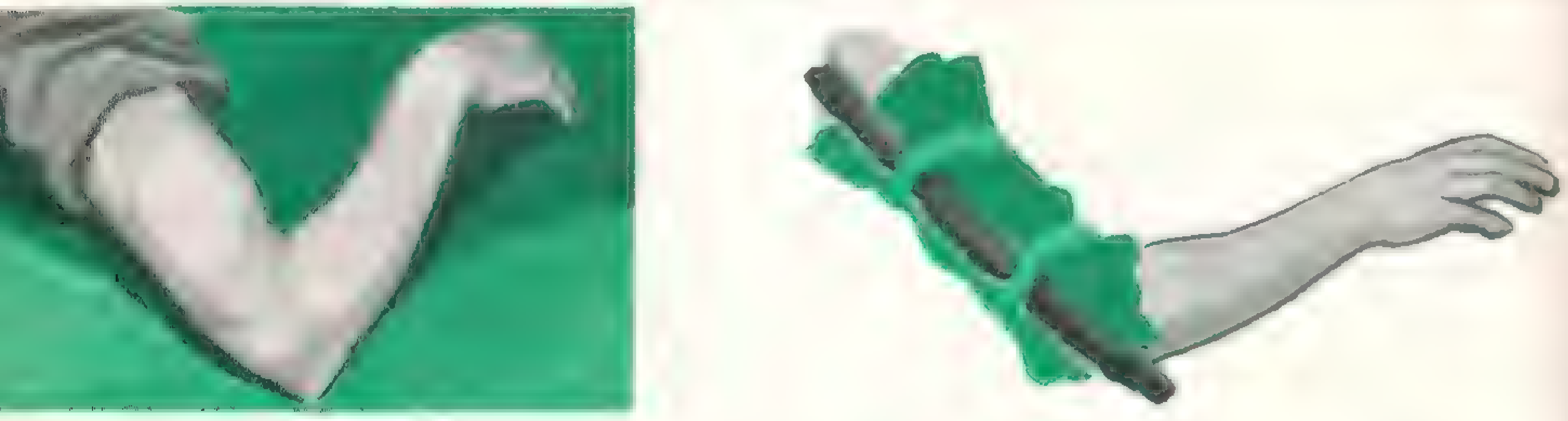
Materials for padding: clothing, crumpled paper, pillows, grass, moss

COLLARBONE FRACTURE



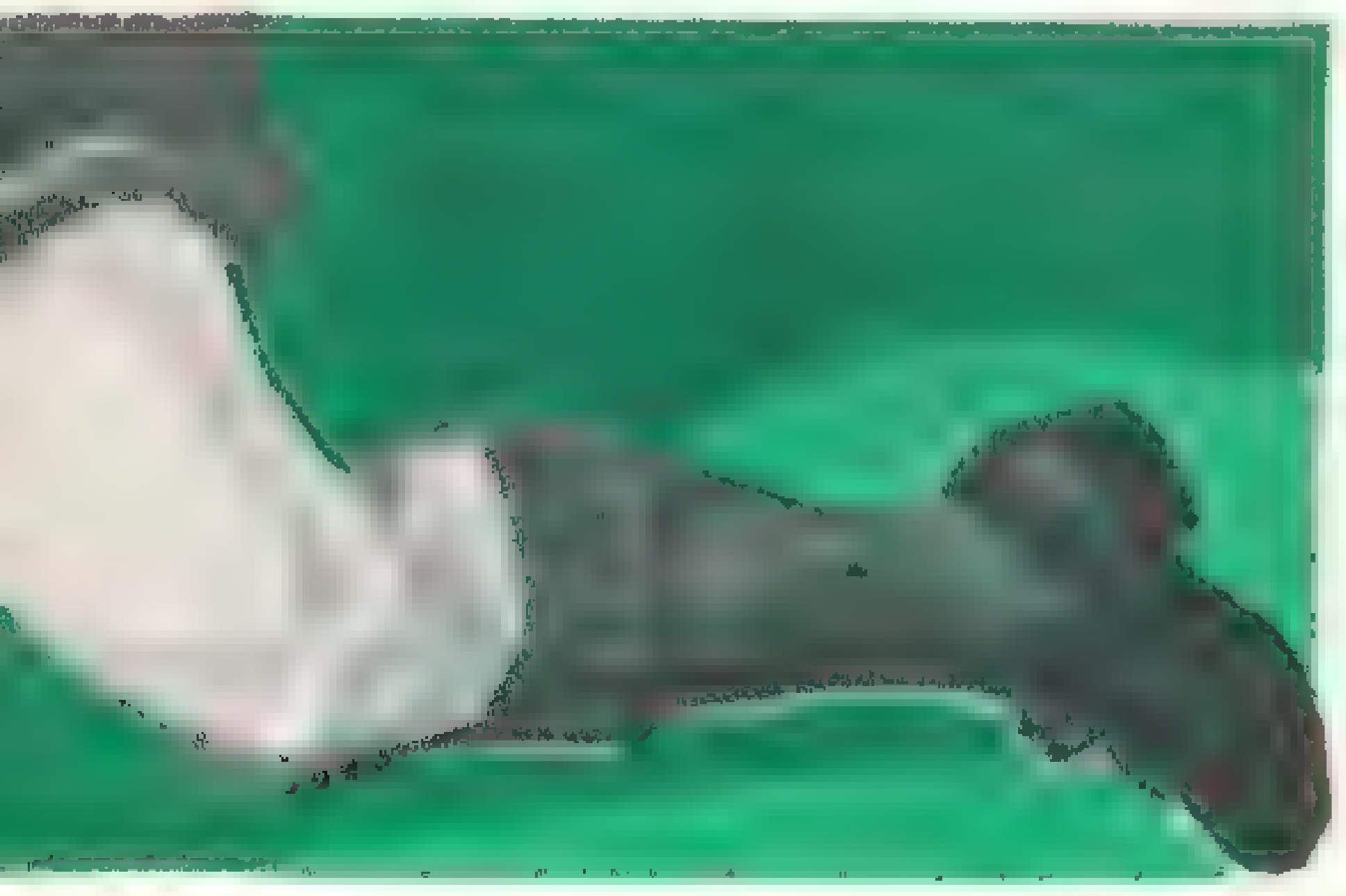
Collarbone fracture—No splint necessary. Place the forearm in a sling with the hand raised a couple of inches higher than the elbow and tie upper arm against the side of the body with a wide cravat bandage. Make sure the bandage is not so tight that it stops the circulation in the arm.

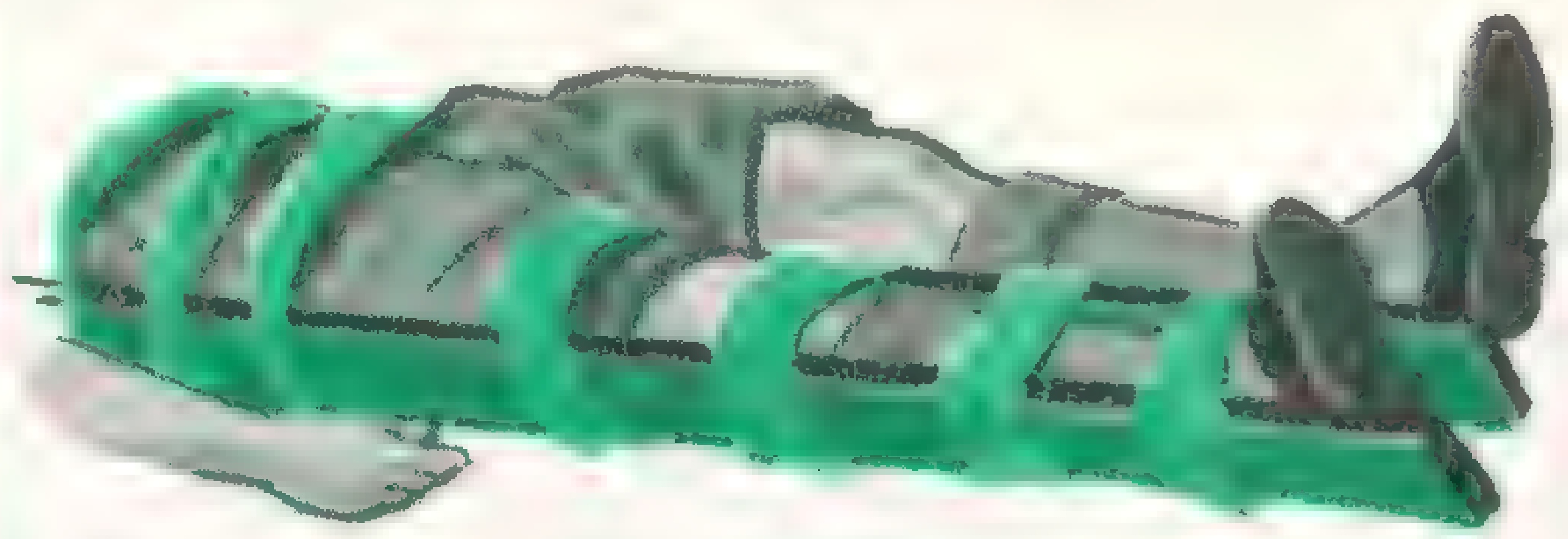
UPPER ARM FRACTURE



Upper arm fracture—Use one padded splint only, slightly longer than distance from shoulder to elbow. Fasten it on outside of arm. Place forearm in narrow sling and tie the splinted upper arm against the side of the body with a cravat bandage.

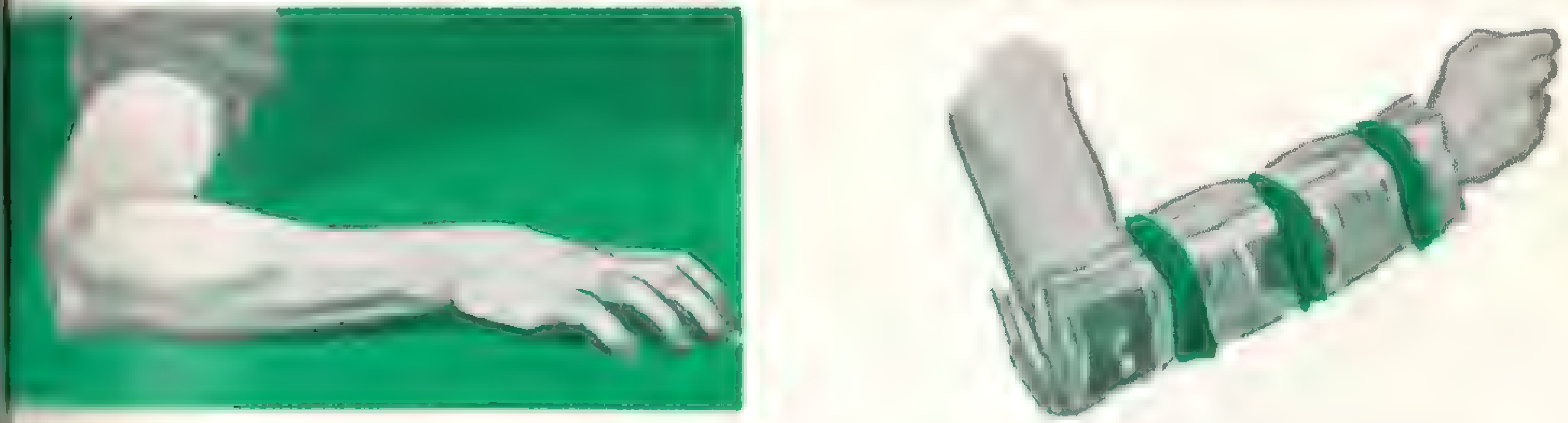
THIGH FRACTURE





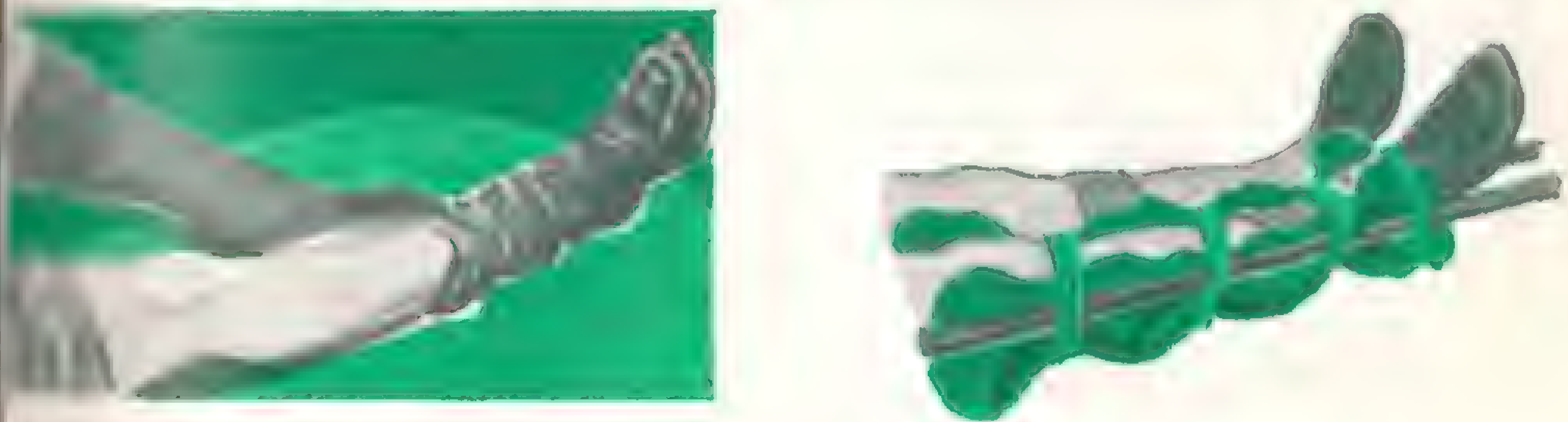
Thigh fracture -Use two padded splints, one for outside of leg extending from heel to armpit, and one for inside

FOREARM FRACTURE



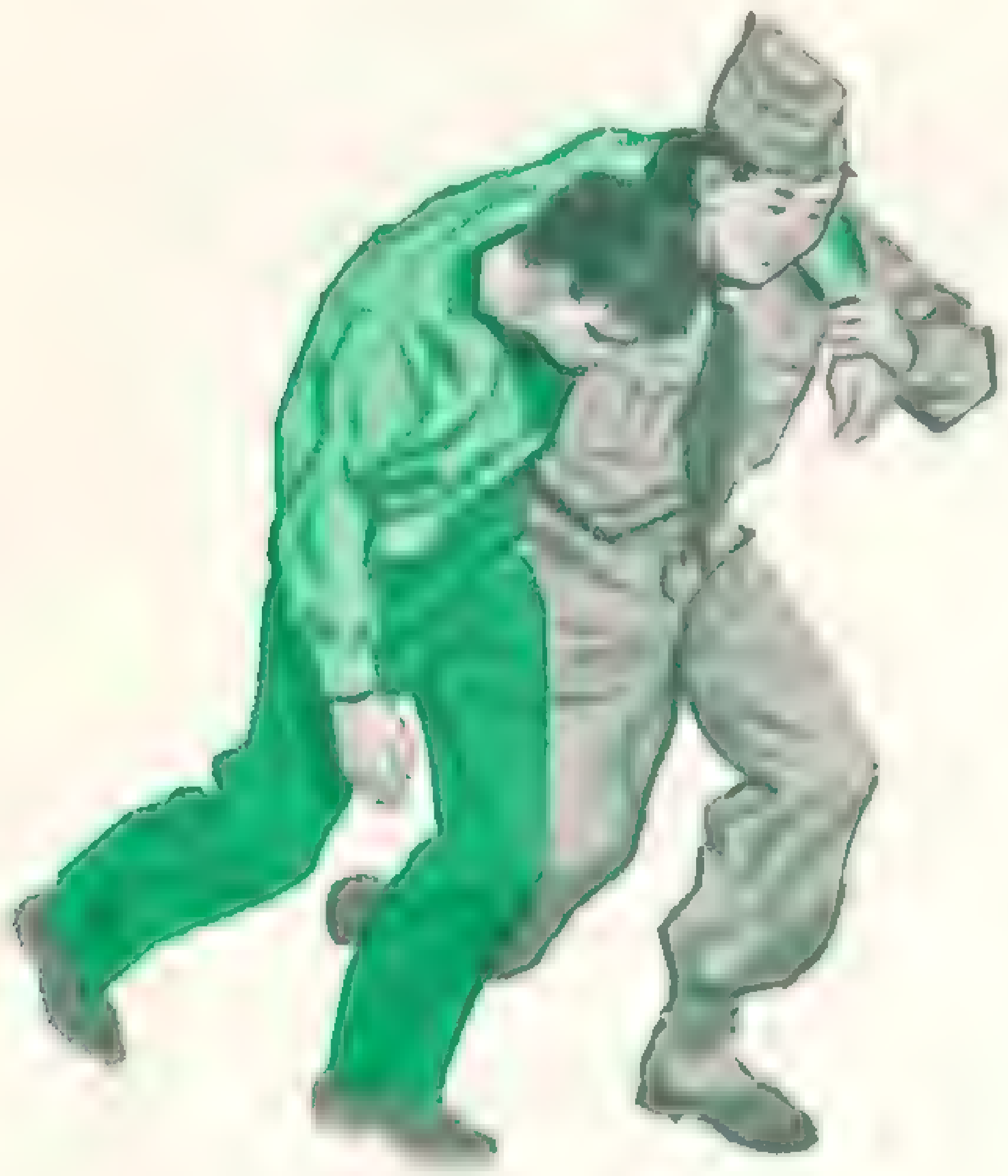
Forearm or wrist fracture—Use splint of magazine or thick newspaper. Or use two padded wooden splints, as long as distance from elbow to finger tips. Place one on inside of arm, the other on outside, and bind together. Place arm in wide sling with the thumb up and the hand a couple of inches higher than the elbow.

LOWER LEG FRACTURE

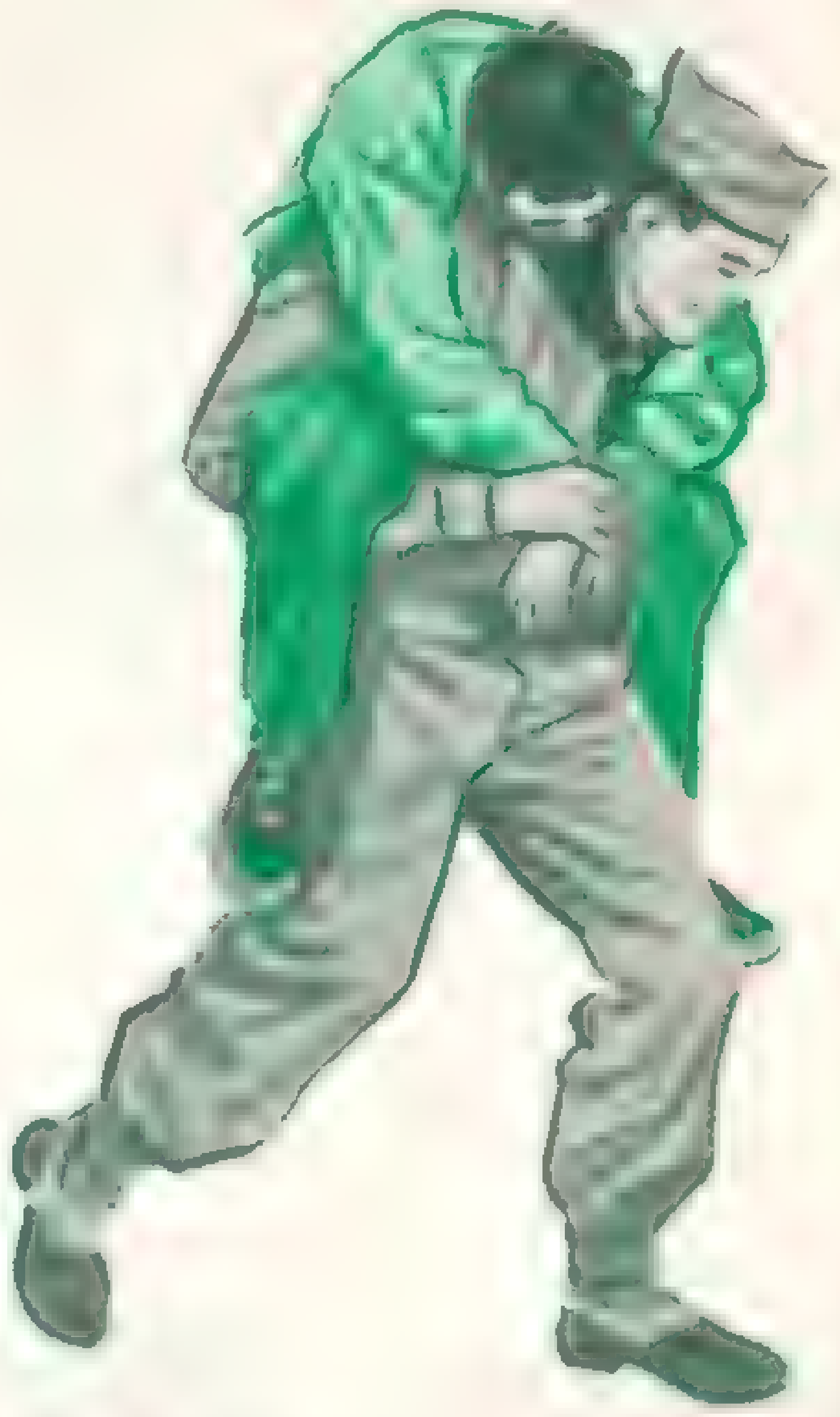


Lower leg fracture—Use two padded splints, as long as the distance from middle of thigh to just beyond the heel. Place one on each side of injured limb and bind together, using at least four binders.

from heel to crotch. Bind together, using four binders around splints and leg and three around upper part of the outside splint and the body. NOTE: Because of the strength of the muscles of the upper leg, they often pull the broken parts of a bone out of line and into the flesh. For this reason the method given is early emergency care only. The patient should not be moved any great distance without a so-called traction splint. Ambulances carry such splints, doctor will bring one if told of thigh fracture.



Use walking assist if patient is not seriously hurt and is able to walk with a little help.



If patient is unable to walk yet not seriously injured, you may be able to carry him pickaback.

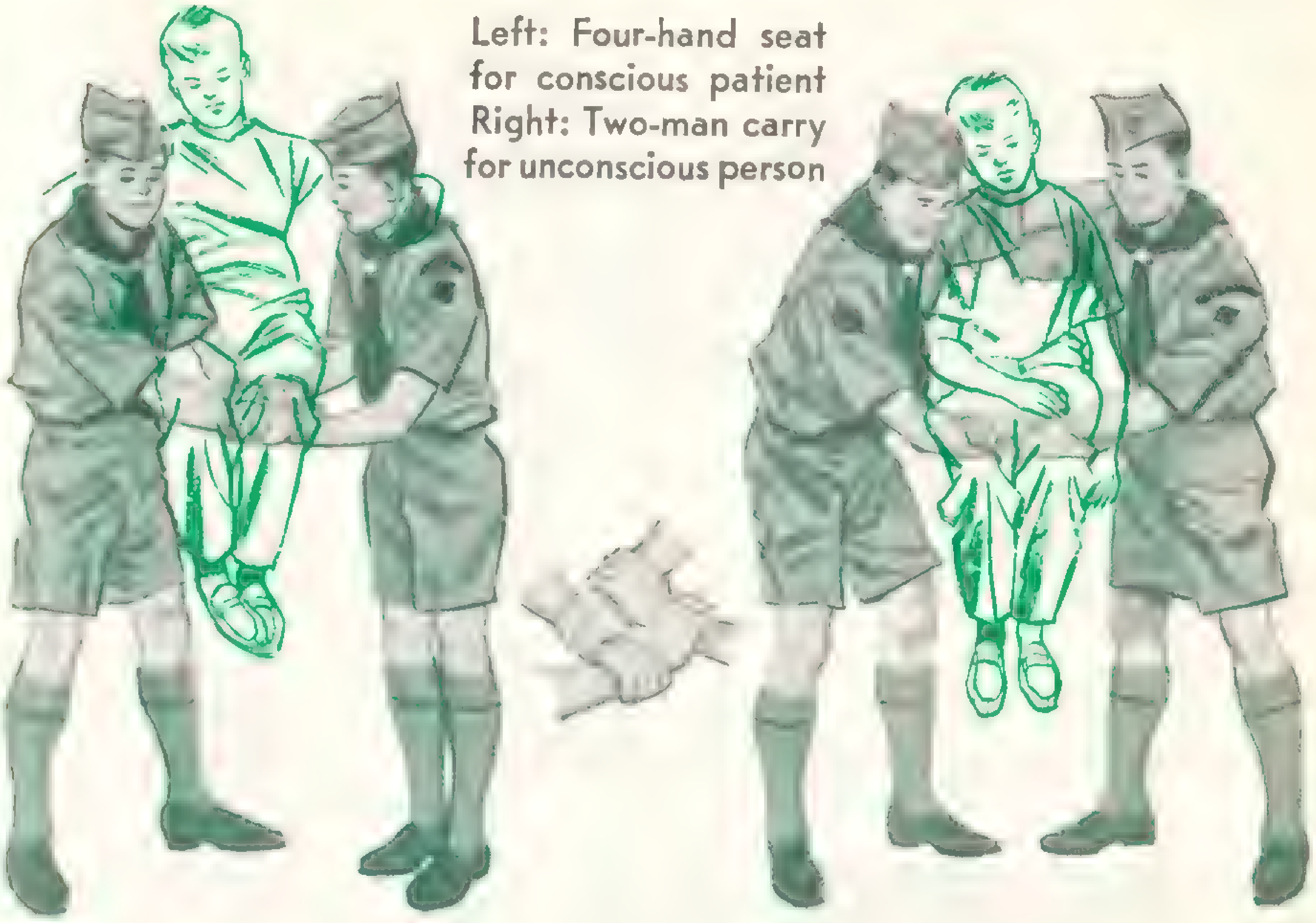
Transportation of an Injured Person

The transportation of an injured person requires a lot of common sense and care. There is, obviously, a great difference between helping John home from the playground with a sprained toe and getting a man with a broken back down from the mountain where he suffered his injury. One case is simple, the other extremely dangerous.

Tell under what circumstances an injured person should or should not be moved.

So remember: A SERIOUSLY INJURED PERSON SHOULD BE MOVED BY A FIRST-AIDER ONLY IN CASE OF EXTREME EMERGENCY, and then only after having received first aid and having had possible fractures splinted.

Fracture of back or neck—The most dangerous fracture of all! It often occurs in an automobile smashup and may occur when someone dives head first into unknown water. Severe pain, often unconsciousness, and paralysis of legs or arms. *The slightest false move may cause the broken bone to cut into the spinal cord, killing the patient instantly, or injuring him so that he will be a paralyzed cripple for life. So: DO NOT MOVE HIM! WAIT FOR DOCTOR OR AMBULANCE!*



Left: Four-hand seat for conscious patient
Right: Two-man carry for unconscious person

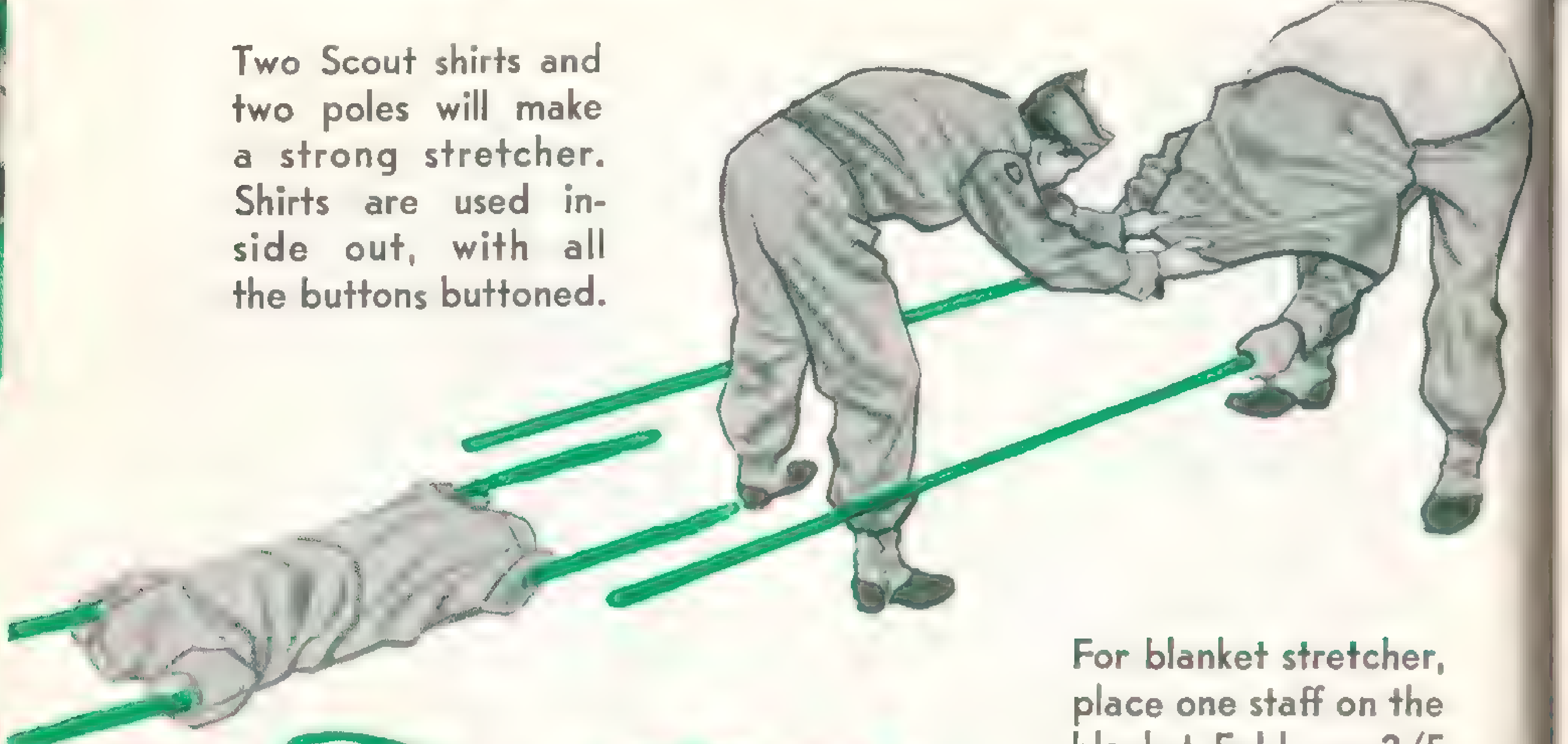
Demonstrate walking assist, one-man and two-man carries.

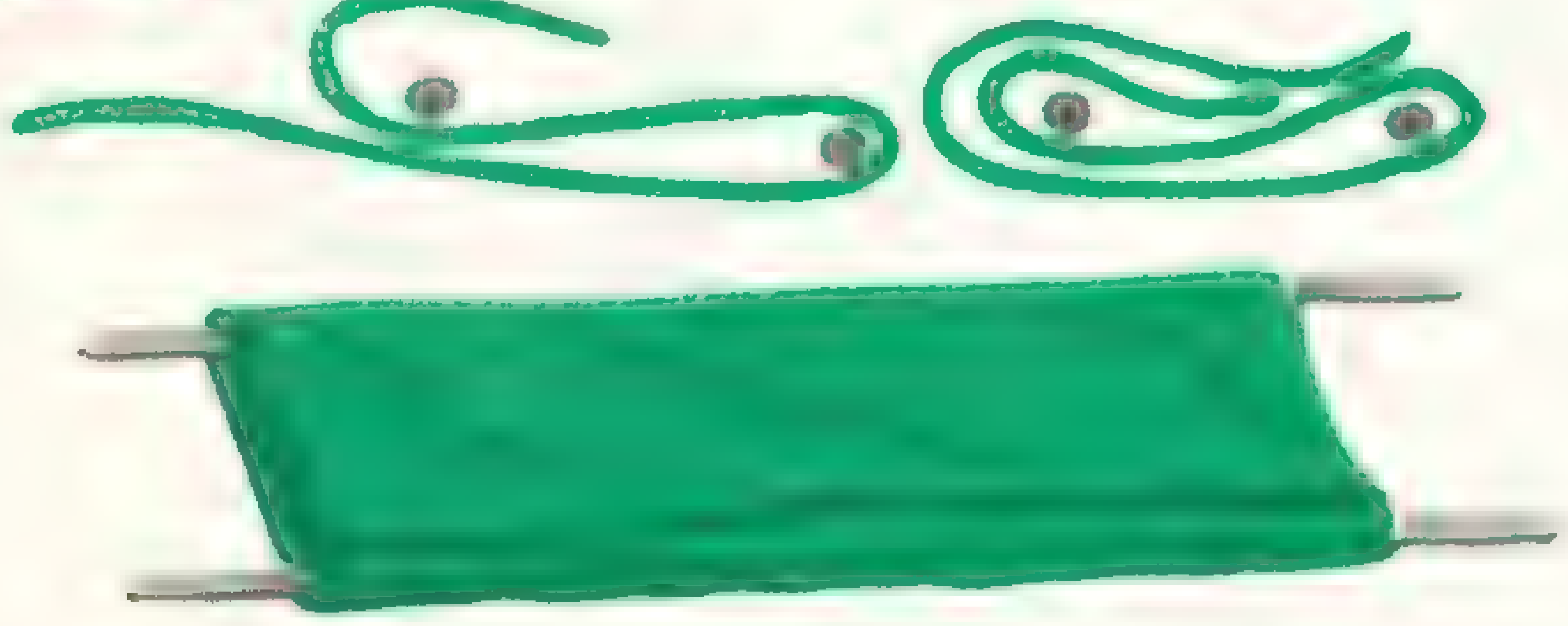
Assists and Hand Carries. Walking assist—A patient who has suffered a minor accident and feels weak may be assisted to walk. Bring his arm up over your shoulder, holding onto his hand with one of yours, and place your free arm around his waist.

One-man carry is best done pickaback. Bring your arms under the patient's knees, grasp his hands over your chest.

Four-hand seat is a good method for two first-aiders to carry

Two Scout shirts and two poles will make a strong stretcher. Shirts are used inside out, with all the buttons buttoned.





For blanket stretcher, place one staff on the blanket. Fold over 2/5 of blanket. Place second staff six inches from edge of folded-over part. Bring edge of blanket over staff. Then fold over remaining part of blanket.

a conscious patient. Each bearer grasps his own right wrist with his left hand, whereupon the two bearers lock hands with each other. The patient places his arms over bearers' shoulders.

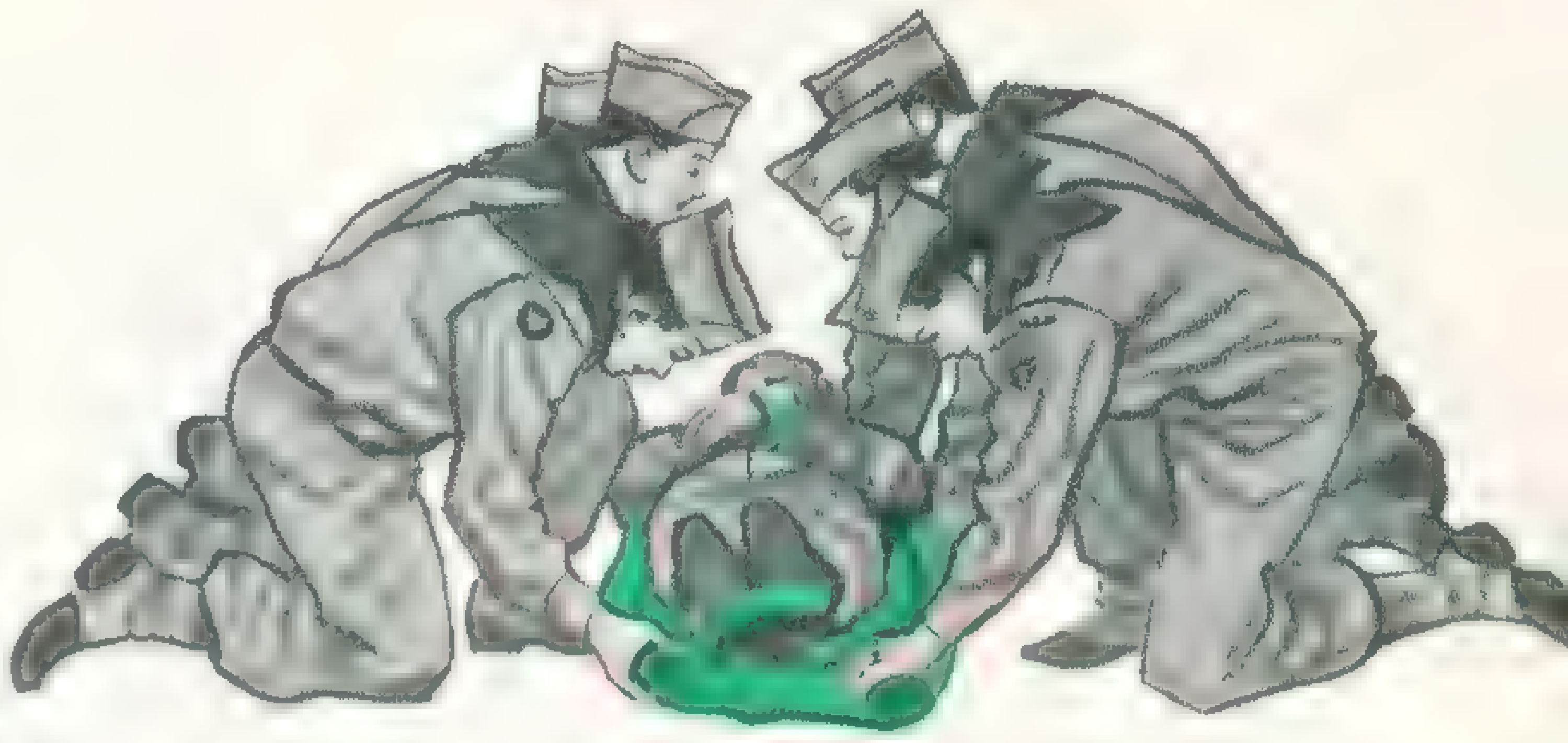
Two-man carry can be used when patient is unconscious. Bearers kneel on each side of the patient. Each bearer brings one arm under the patient's back, the other under his thighs. The bearers grasp each other's wrists and shoulders and rise from the ground with the patient.

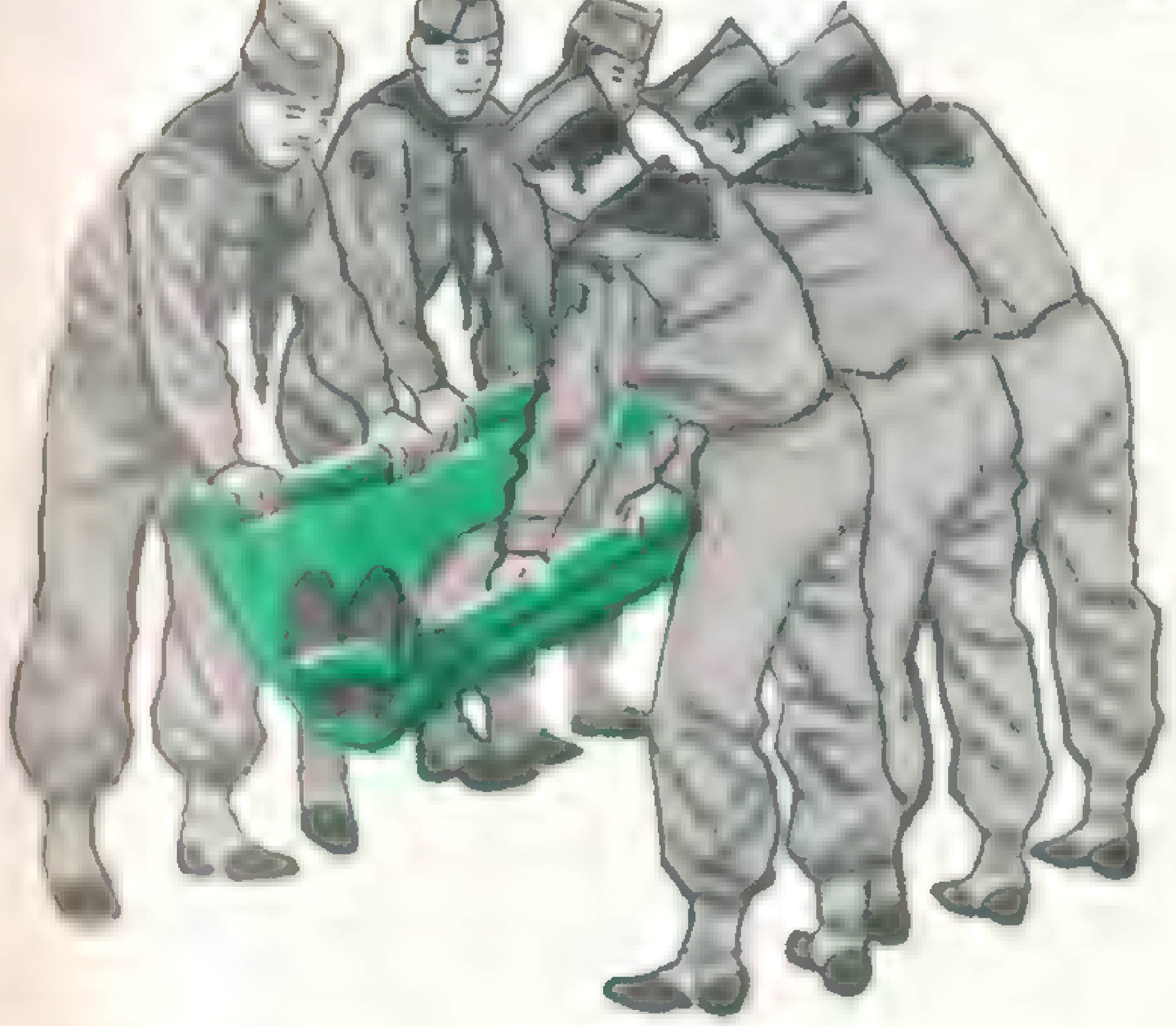
Improvise a stretcher and, with helpers under your direction, transport a presumably unconscious person.

Stretchers. When the patient has to be moved for some distance or his injuries are serious, he should be carried on a stretcher.

A not too heavy door, a short ladder, or a gate will make a

If you have no poles for making stretcher but have the whole patrol on hand, you can use a blanket carry.





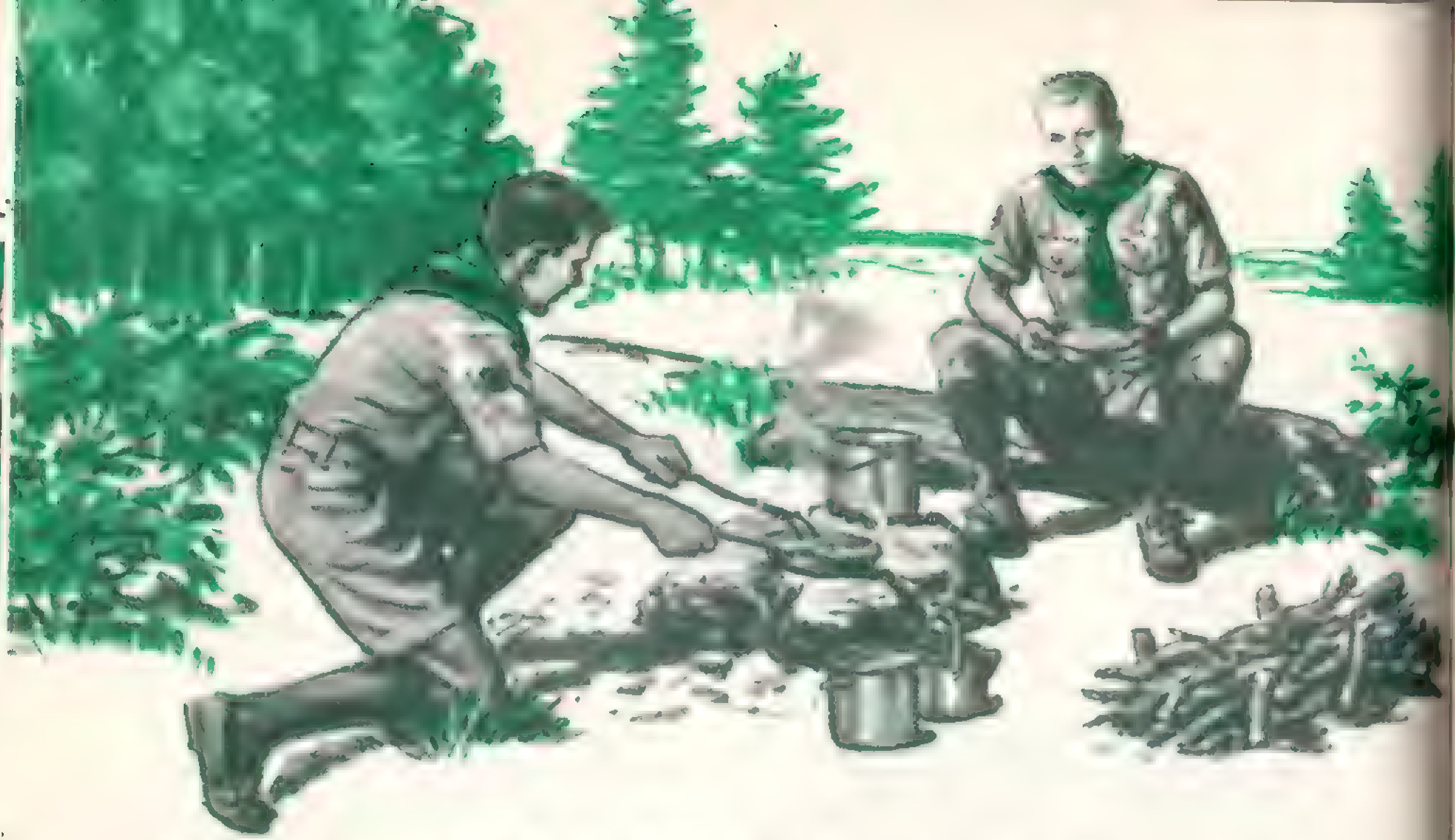
Place patient on blanket. Roll up edges of blanket close to the patient. Kneel down. Lift by grasping the rolled blanket edges.

satisfactory stretcher if padded with blankets or straw. If no such easy solution suggests itself, make a stretcher from two poles a couple of feet longer than the patient is tall and material suitable for making a supporting bed between them.

For stretcher poles use strong saplings, lengths of pipe or boards, long tool handles, oars.

For the bed part use two or three Scout shirts or coats turned inside out and buttoned up (push the poles through the sleeves); blankets, burlap bags or sacks (with holes cut in bottom corners), chicken wire, rope.

Whatever you use, *the strength of a stretcher must be tested before the patient is placed on it by trying it out with an uninjured person as heavy as the patient.* Otherwise, a collapsing stretcher may cause further injury to the patient.



THE FIRST CLASS CAMP

You've learned the skills of Scout camping on the overnight camping trips of your patrol and troop. You know what clothing and equipment to take, what site to select, how to pitch a tent and make a camp bed, how to build a simple fireplace, how to cook, how to stay healthy in camp. You have passed the different tests before your patrol leader—one of the tests perhaps at one camp, two on another occasion, a couple more on still another camping trip. Now at last you are ready to add all the skills together and show your ability to use them all in one single camp—the First Class testing camp:

"*. . . prove yourself a Scout camper by camping, properly clothed and equipped, on a suitable camp site for not less than twenty-four hours with your patrol (or with at least one companion approved by your Scoutmaster). During this camp, cook at least one hot meal, sleep in tent or improvised shelter or under the stars, keep camp clean and safe, and leave camp site in good condition.*"

You will have the most fun if you pass this final Scoutcraft test for First Class Scout in camp with your whole patrol. All the other fellows will be interested in seeing how well you make out.

If your patrol does not have an overnight camp scheduled when you are ready to pass the test, get your Scoutmaster's approval to do the camping with a companion who can make a

report on the way you did the job. This companion may be a buddy of yours who is already First Class or better, one of the troop leaders, or your father if he happens to be a camper.

Then get busy and plan for your First Class testing camp.

The equipment has to be just right, the foodstuffs sufficient for the meals you intend to have. Everything has to be packed properly so that you will get it to camp with the least effort by whatever means you choose.

When you arrive at your camp site, take time to look it over carefully before you go to work. In that way you'll be certain to get camp arranged in the best way for efficiency and neatness.

If you are using a tent, pitch it so that it stands right. If the weather is good, you may decide to sleep directly under the stars. In any case you'll need to make a comfortable bed.

Your meals do not have to be elaborate, but at least one of them must be a hot meal with a couple of hot dishes.

The hours in camp will disappear fast. Before you realize it, camp is over, and you are ready for the camper's most important test: the way he leaves his camp site. The really good camper leaves it in a better condition than he found it. To do that, check these points especially:

Did I scatter the leaves or grass that I used for my camp bed?

Did I fill in all ditches and holes and replace what sod I dug up?

Did I burn all garbage; wash out and smash tin cans; wash empty bottles and jars; take cans, bottles, and jars home?

Did I make positive that my fire was dead out?

Leave behind you only the two things that a Scout camper always leaves on breaking camp:

—A CAMP SITE IN BETTER SHAPE THAN HE FOUND IT
—HIS THANKS TO THOSE WHO MADE THE CAMP POSSIBLE

CAMPING WITH TROOP AND PATROL

Summer camp is the biggest event in the whole Scouting year—there's something to look forward to!

But camping for a couple of weeks during the summer still leaves fifty weeks of the year to be accounted for. It's during those fifty weeks that you pick up most of your camping skills on any number of short camping trips of your troop and patrol.

You *learn* camping on year-round trips—you *practice* it in summer camp.

Active patrols and troops aim for at least ten nights of camping during the year in addition to summer camp. The success of those short camps depends on each fellow having a job to do—and doing it. There's work to it—but then, *everybody* works. And there's real joy to it, too—because when every member does his share of the work, it means that everyone has time for his share of the fun, too. You'll come home from each overnight camp with more Scouting knowledge and with a stronger patrol spirit.

The better you get at camping, the better you'll want your whole patrol to be—the more eagerly you'll help the new fellows who join the gang so that your whole outfit will get and keep a reputation for being the "campingest" patrol in the troop.

How can you be sure that yours is a good camping patrol?

You'll have a pretty fair idea about it when you camp with the troop. But the best way to find out is to take part in a district or council camporee and match yourself against other patrols from other troops.

In its simplest form a camporee is a demonstration of the outdoor skills of two or more patrols, or two or more troops, camping together one or more nights for fun and fellowship and for testing each other's camping skill.

Camporee Camping. Camporee camping boils down to honest-to-goodness patrol camping with a rating plan that'll show how well you camp. The rating plan you'll be using may be developed by your local council, or may be the one your patrol leader has in his *Handbook for Patrol Leaders.*

How do you think the judges would rate your patrol at a camporee? To find out, put yourself in the judges' position and look at your patrol from their viewpoint.

You'd start checking your patrol the moment it arrives: How do the packs look? Are they properly packed? Is patrol equipment evenly distributed? Is the personal equipment adequate? Is each Scout correctly uniformed? Did the patrol bring its flag?

Next, for the camp making: Is the patrol organized for efficient camp making? Is a tenting crew busily at work putting up tents, preparing beds, making camp improvements? Is a cooking crew going full blast building a fireplace, getting water and wood, laying out pots and pans, starting to cook?

The camp is up at last. How does it look? Are the tents properly located, neat, with well-constructed beds? Is the kitchen satisfac-

The way to find out what kind of camping patrol you have is to match yourself against other patrols at a camporee.

Summer camping with your patrol and troop on the camp site of your local council is one of the best experiences you can have.

tory? Is food well handled? Is there a definite place for tools and are they kept there when not in use? What about garbage and dishwater disposal? Latrine?

And throughout the whole time of the camporee: Does each Scout have a definite duty? Does each boy carry through his responsibilities? Are meals ready on time and served family style? Is the patrol represented in all special events and contests? Is the Scout Law truly the law of the patrol's camp?

If your patrol is up to scratch on all these points, you'll know that it is good. But even more important: If all the patrols of the troop meet the test, you are in for a marvelous troop camp this summer.

Why? Because *a camporee is the perfect dress rehearsal for troop summer camp.*

At the camporee, everything is in shape campwise and everyone is trained for a two- or three-day camping event. All you have to do is to multiply by three or four and move the dates up into your summer vacation—and you're all set for the best troop summer camp ever!

Summer Camp with the Troop

The moment troop summer camp is announced in the spring, you'll be raring to go—you'll pitch in with your patrol to plan and work toward this wonderful event, aiming for a one hundred per cent turnout of the gang.

Troop camping is the Scout way of summer camping. And troop camping simply means that all the fellows in your troop

camp together with your own Scoutmaster and assistant Scoutmasters—usually on a site set aside for it in the local council camp, but occasionally on the troop's own camp site. Here each patrol lives as an individual unit within the troop area, with its own tents, its own kitchen, its own cooking, under the active leadership of its own patrol leader.

You wonder what troop summer camp will be like?

Well, to find out, imagine that you are already out there in camp—that you arrived the day before, that camp sprang up according to schedule, that everything has started to hum the way you trained for it on a number of overnight camps during spring.

A Day in Summer Camp. You awaken to an exciting new day with your best friends. You look out through the open tent door and see a smiling sun in a blue sky—then jump out of bed, grab soap and towel, and join the others for the morning wash. A few moments later you are back in your tent, straightening up things, getting blankets out for airing, putting on your uniform.

The cook sounds off: "Come and get it!" Not a moment too soon! What a breakfast! But then, it has to be hearty to carry you through the excitement that's ahead.

After breakfast there's work to be done. The camp must be made spick-and-span in a hurry—which it is, just in time, too, for the troop leaders are already coming around the bend for the morning checkup. Your patrol gets the honor flag of the day. You knew it would all the time.

You and the rest of the troop gather around the flagpole where Old Glory goes aloft to wave over the activities of your camping day. Your eyes follow the flag—red, white, blue, against a clear summer sky!

After the flag ceremony, you are ready for the day's adventure.

What'll it be today? An exploration hike along that ancient, overgrown trail? A nature hike, looking for animals and birds, rocks and minerals? A session in the knotyard for learning lashings? Or a period of axemanship for picking up pointers on handling a felling axe?

Hurry now—there's the call for swim!

What a glorious feeling to jump into the lake and strike out for the diving raft with your buddy. Up on the raft and back into the water, up again, in again—not a care in the world.

"All out!" And, a moment later, "Lunch, everybody!" The patrol cooks of the day are doing themselves proud! Every scrap of food disappears.

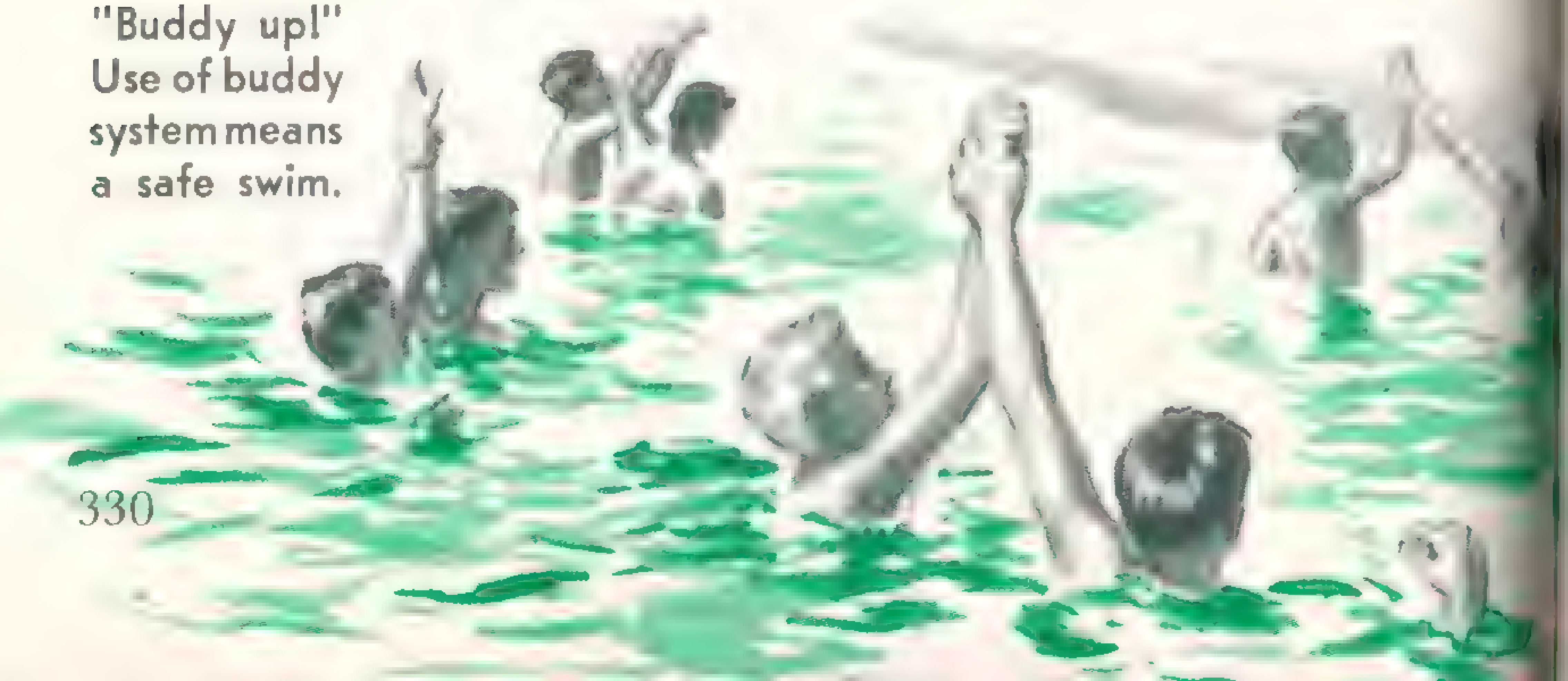
Afternoon in camp has a way of rocketing by. So many things to do: more Scoutcraft practice, perhaps archery or marksmanship, maybe a signal tower or a bridge to build—and then, of course, another swim.

Supper is probably the eating high light of the day. But it is more than that in a Boy Scout camp—it is also an opportunity for good fellowship.

Darkness is falling, and soon you sit in the campfire circle with your buddies. There's fun galore around the blazing fire—and there are silent moments, too, when you gaze into the flames and feel the strong bonds of comradeship that are building between you and your brother Scouts.

Day is done. The day's excitement is over. You crawl into your sleeping bag—and a moment later you are fast asleep.

Happy dreams! Tomorrow is another day, full of excitement and surprises—as every day is in the camp of a real troop of real patrols made up of real Scouts.



"Buddy up!" Use of buddy system means a safe swim.

Fun in the Water

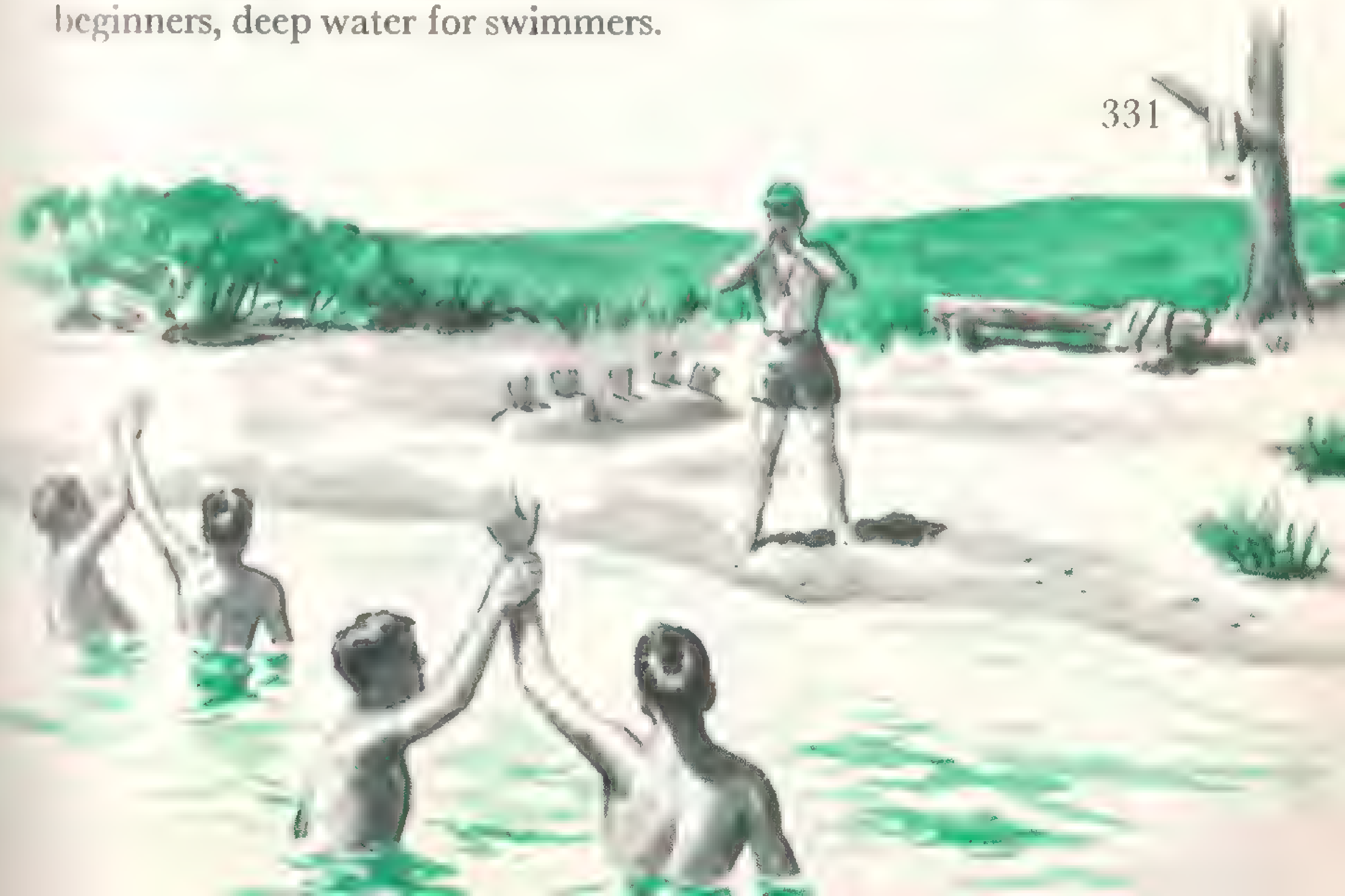
Some of your happiest hours in camp will be the ones you spend at the water front, swimming and diving with your friends. But you will get much more at the water front than just fun. Here you will also learn how the Boy Scouts of America makes sure that swimming is safe in all Scout camps and how you can save the lives of people in trouble in the water. And if you are in your council camp, you may further have a chance to learn rowing and canoeing.

The Eight-Defense Plan. The way that Boy Scouts ensure a safe swim is by seeing to it that all defensive measures are taken to prevent a swimming accident. There are eight of these defenses:

1. MEDICAL EXAMINATION—The first defense is a thorough medical examination to make sure that you are in condition to stand the vigorous exercise that swimming is.

2. TRAINED SUPERVISOR—All Scout swimming must be in charge of an adult leader. He must be qualified with water safety training or must use trained assistants under his direction.

3. SAFE SWIMMING AREA—The bottom of the swimming area has been examined and is without holes, stumps, or rocks. The swimming area is marked off in three sections: Not more than 3½ feet deep for nonswimmers, up to just-over-head deep for beginners, deep water for swimmers.



4. Lifeguards—Two older Scouts who are good swimmers are stationed ashore as lifeguards, equipped with life line.

5. Lookout—A lookout stands at a point from which he can watch all swimmers.

6. Ability groups—The Scouts are divided into three groups: Nonswimmers who are just learning; beginners who have swum 50 feet; swimmers who have made 100 yards, 25 of them on the back, and who can float. Each group stays in its area during the swim.

7. Buddy plan—Each Scout is paired with another boy of the same swimming ability. Buddies check in together, keep within ten feet of each other at all times, and check out together. Whenever a buddy signal is sounded during the swim, buddies grasp each other by the hand and hold their arms high, so that the lookout can check the number of buddy teams.

8. Good discipline—The person in charge of the water front sees to it that there is good discipline—with strict attention to the rules, but with a chance for everyone to have a good time.

Lifesaving. It is wonderful to know that you are safe when swimming—but it is even more wonderful when you know that you are able to save someone else who would otherwise drown.

This year, in the United States, more than six thousand people, mostly boys and men, will drown while swimming or playing in the water—some of them by accident, many as a result of taking foolish chances. You may have the chance to help cut down this number by learning proper lifesaving methods in camp.

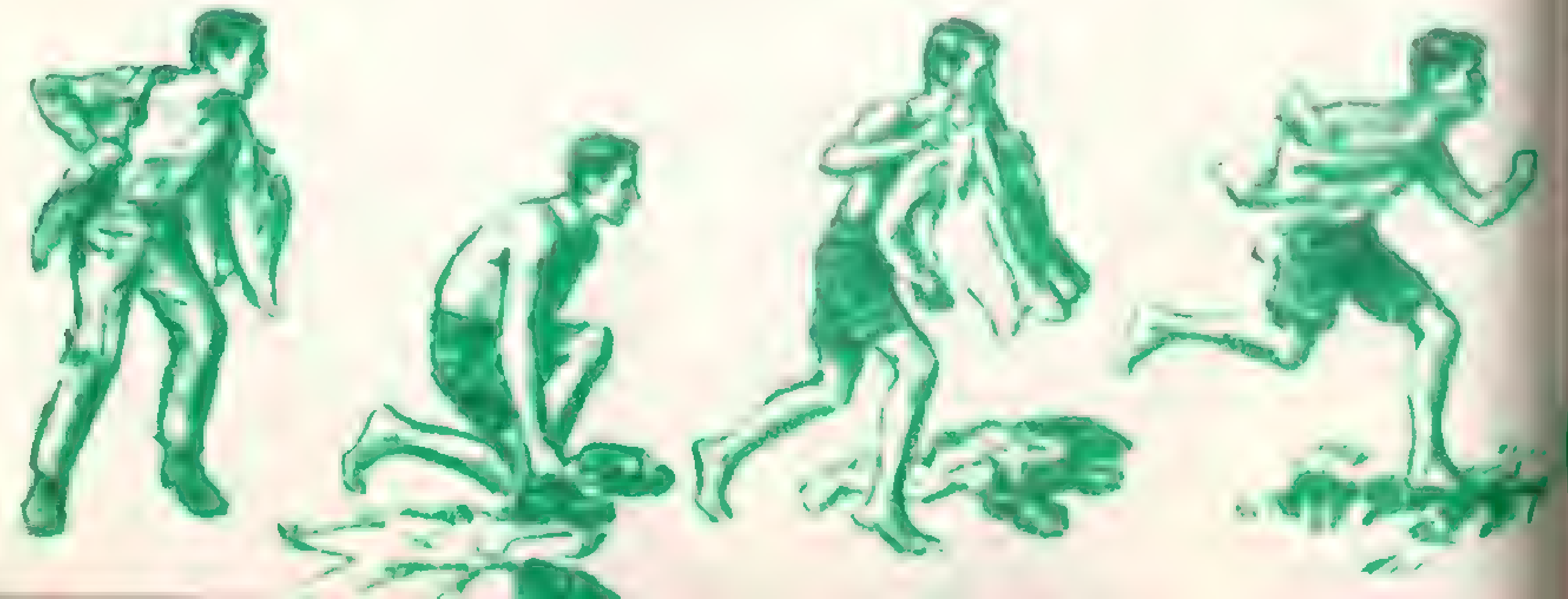
Most water accidents happen close to shore or dock. You may be able to REACH the victim with a helping hand, a pole, or a branch. If the victim is out too far for that, look for something to THROW to him. A properly equipped water front will have a ring buoy prominently displayed, ready for immediate use.

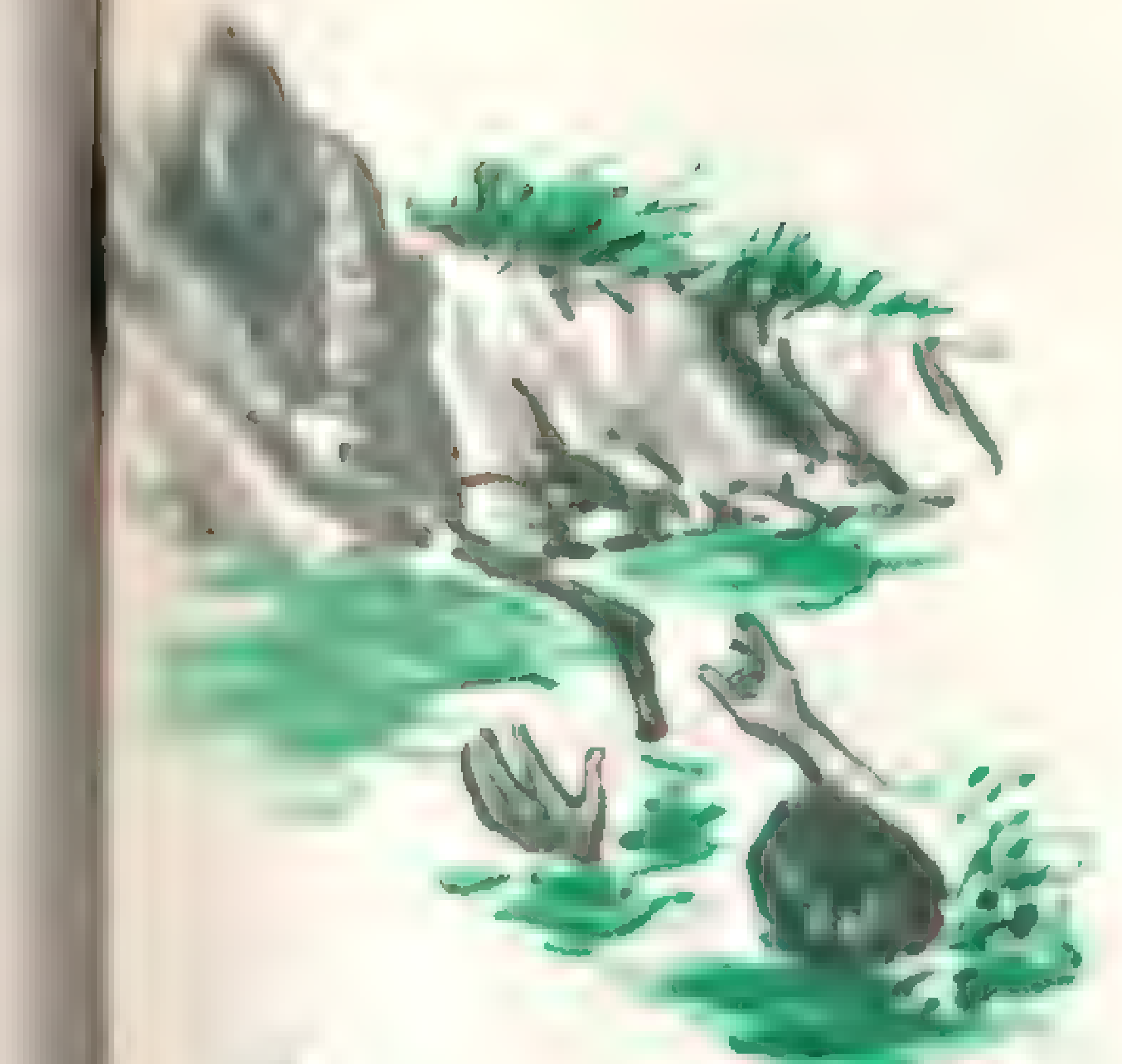
Too far to reach with a rope? Then get into a boat and ROW out to the victim, or paddle to him in a canoe.

Swimming rescue—No equipment around? Then and only then do you GO! Strip down quickly to undershorts while keeping an eye on the victim the whole time. Take your shirt between your teeth at the back of the collar. From a level shore, run into the water; from a dock, jump in, feet first, in a high, wide open jump, getting out as far as possible. Strike out for the drowning person. When near, grasp the shirt collar in one hand, flip the shirttail into the victim's hands and tow him ashore.

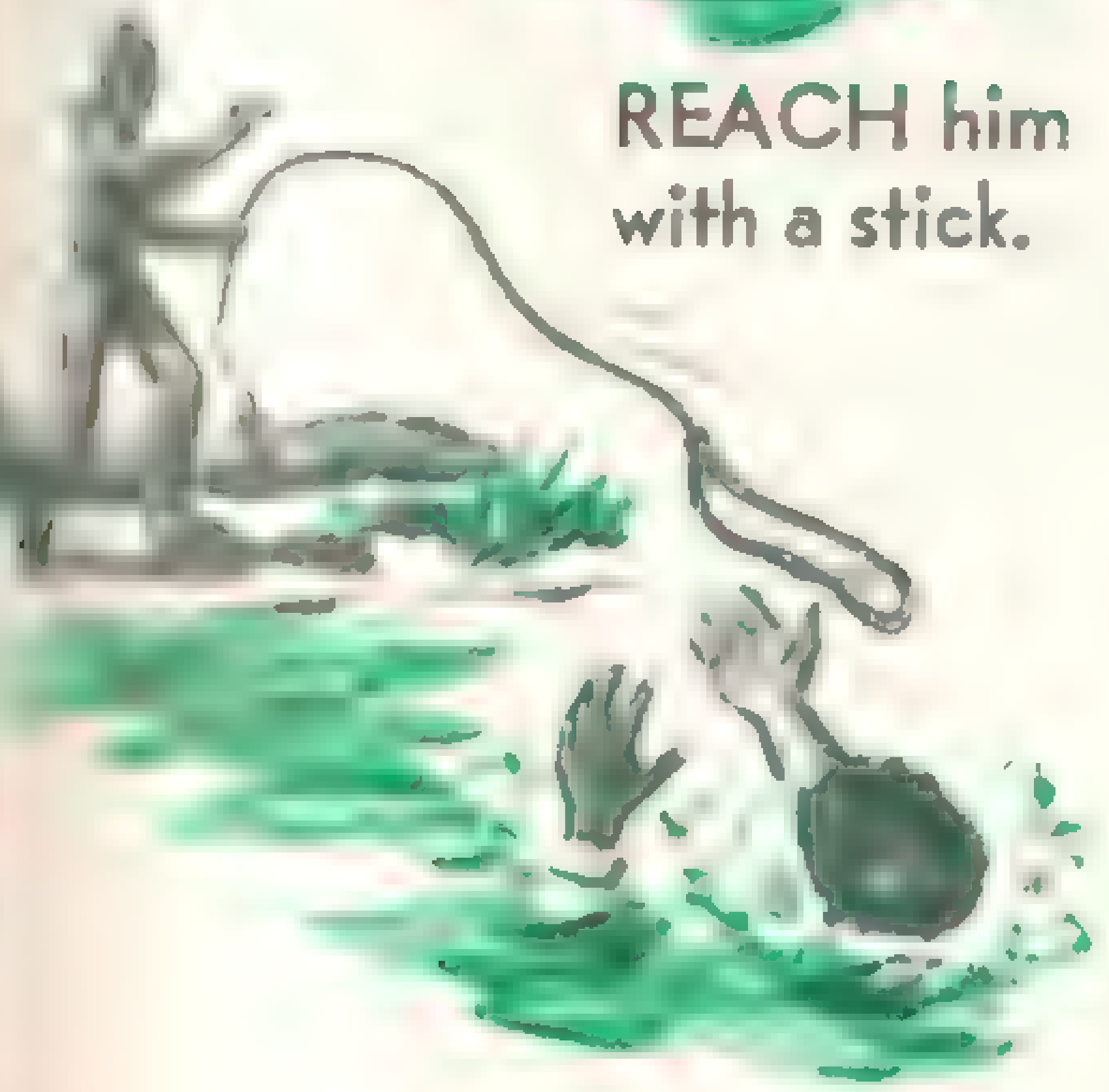
If there is nothing around that you can carry out with you, swim to the victim's back. Slide one hand across his shoulder and chest and under his opposite arm. Swim to shore with your free arm and with a scissor kick of your legs.

In approaching a drowning person be careful that he does not grab hold of you. That's the reason for using a shirt or for reaching him from the back. If you train yourself in approaching properly, you should have no trouble. If in spite of your precautions a person gets hold of you, take a deep breath and submerge. He will let go!

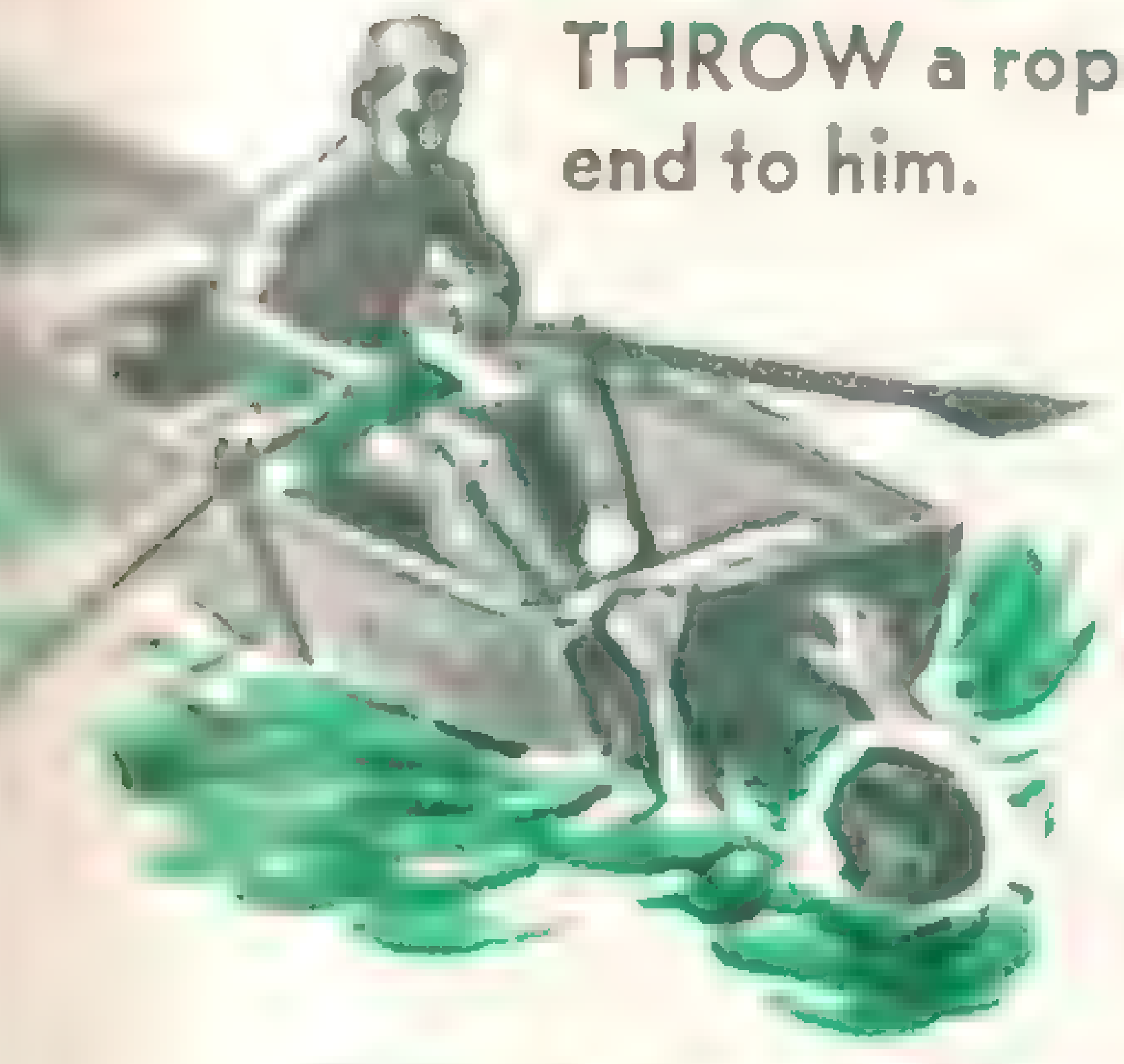




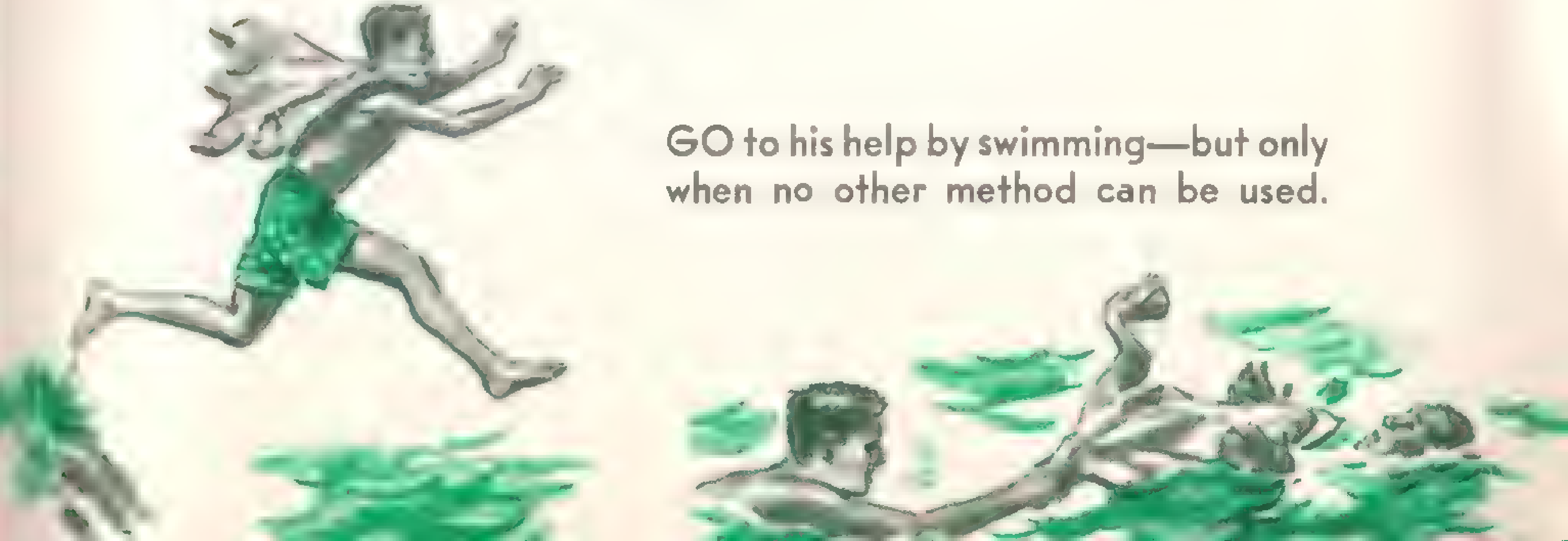
REACH him with a stick.



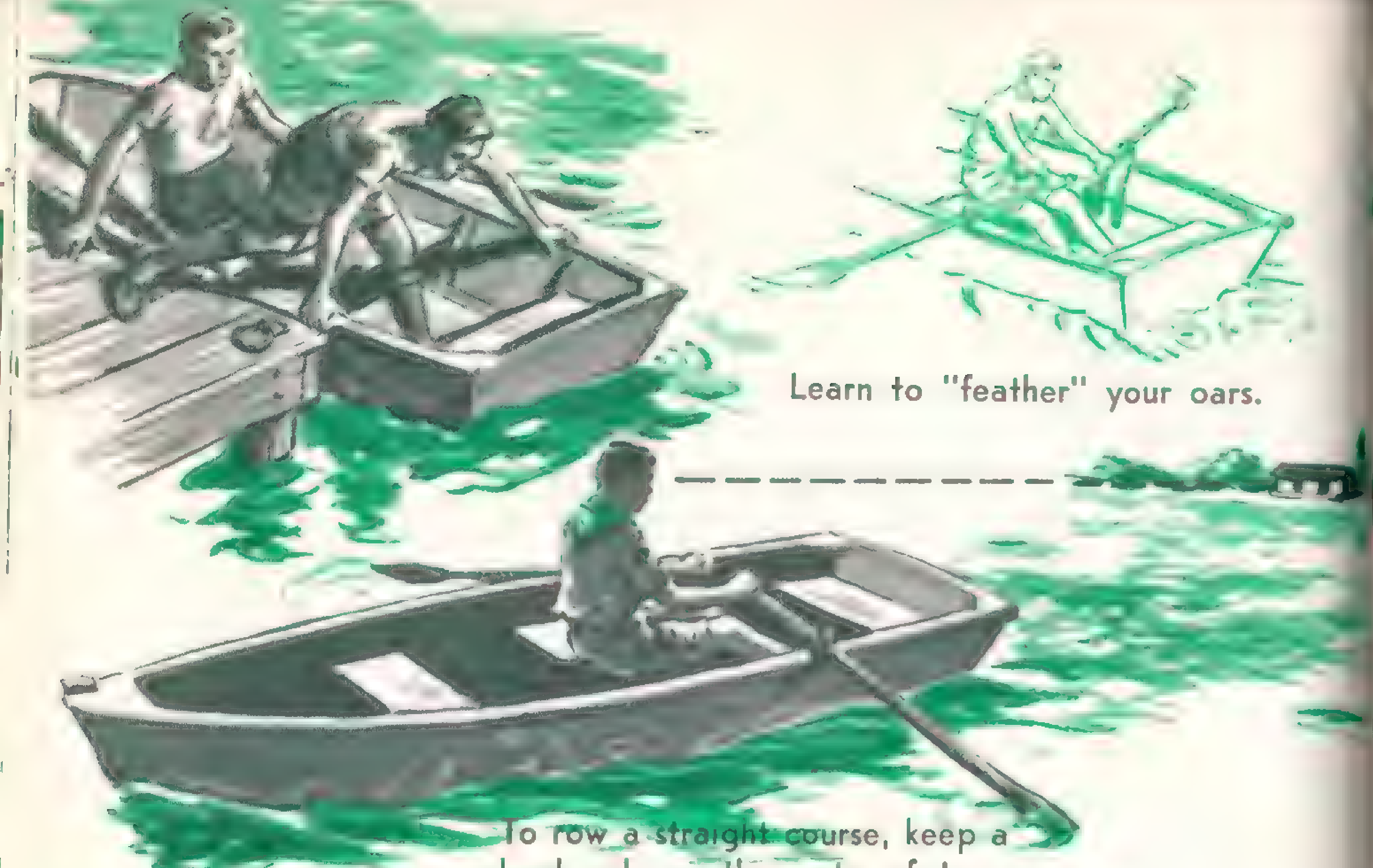
THROW a rope end to him.



ROW to him in a boat.



GO to his help by swimming—but only when no other method can be used.



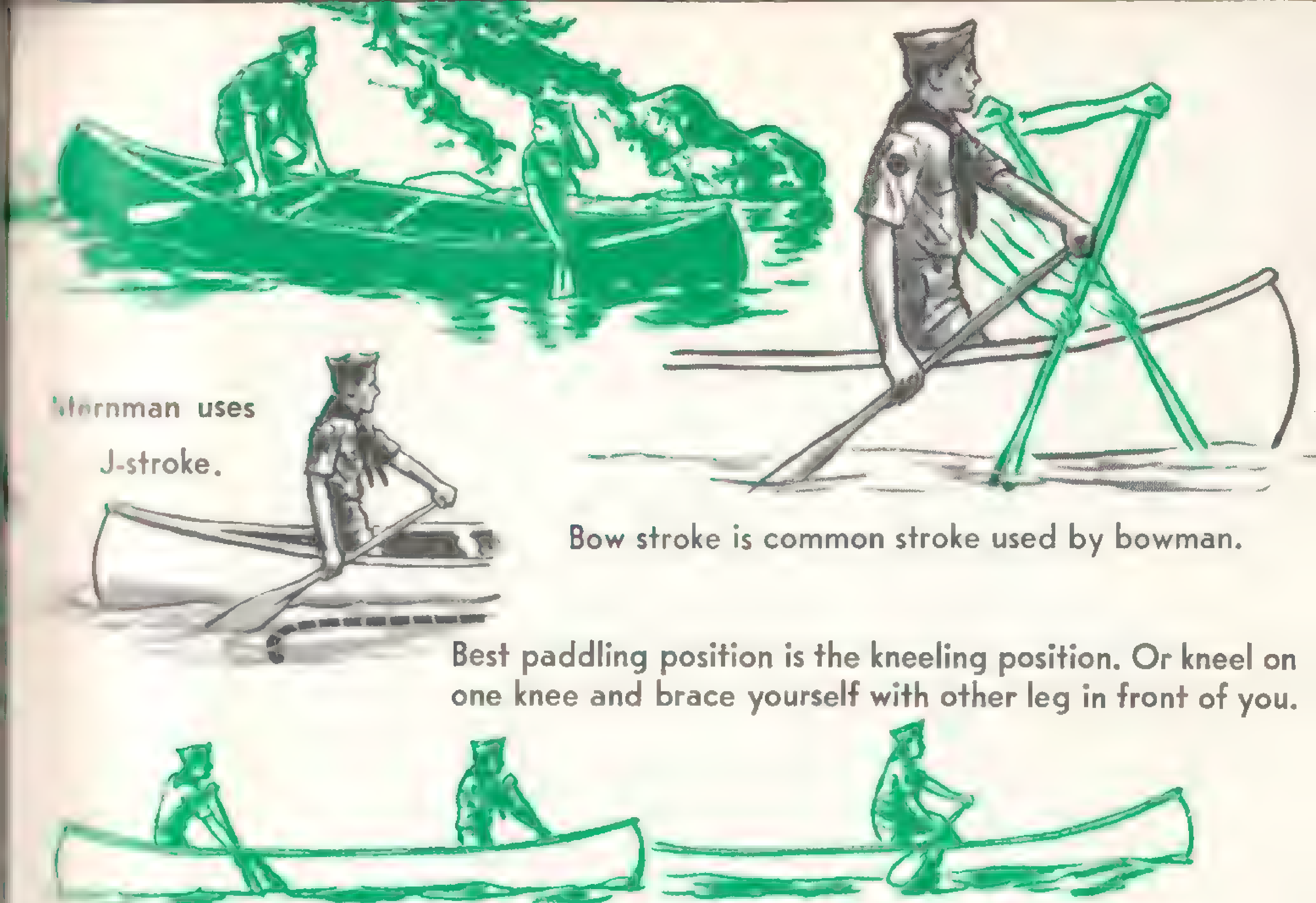
Learn to "feather" your oars.

To row a straight course, keep a landmark over the center of stern.

Rowing. In camp you'll probably be singing the old song, "Row row, row your boat gently down the stream. . ." If you're lucky you'll be doing it, too. Many local council summer camps have lakes for swimming, rowing, and canoeing, and experts for teaching the campers aquatic skills.

When you get into a boat step well into the middle of it, grasping the gunwales for balance, and immediately take your place on the proper seat so that the boat is correctly trimmed — that is, so that bow is about three inches higher than stern. Brace your feet against the crosspiece on the bottom of the boat. Place the oars in the rowlocks and row! The water-front man will teach you the rowing strokes and instruct you in rowing a straight course.

"Don't give up the ship"—If you should ever be in a boat that capsizes or gets swamped with water, stick to the boat. It will float and will easily carry you until someone sees you and comes to the rescue. The worst thing you can do is abandon ship and swim for the shore. If several people are involved and they can't all get inside the boat, have half of them hold on to one side, the other half to the other. A swamped twelve-foot rowboat has been demonstrated as being able to keep twenty people afloat.



ternman uses J-stroke.

Bow stroke is common stroke used by bowman.

Best paddling position is the kneeling position. Or kneel on one knee and brace yourself with other leg in front of you.

Canoeing. The canoe was handed down to us from the American Indian. You can just see him paddling along, noiselessly, down the river, in his birchbark canoe! It is a proud sight! And canoeing is a proud sport!

The canoe used in camps today is a 16-foot craft of wood, aluminum, or fiberglass. Learn to handle it correctly and to give it good care. The water-front man will teach you how.

Paddling—The proper paddling position is a kneeling posture, with the knees well apart on a light kneeling pad, the buttocks resting against a thwart (crosspiece). When there are two in a canoe, the bowman uses a straight stroke (bow stroke) while the sternman finishes his stroke with a push-out (J-stroke) that serves to steer the canoe. When alone, you have to be both bowman and sternman as you paddle from the middle of the canoe.

Practice does it. Then, when you have become an expert, the day may arrive when you'll set out with a few fellows on a wilderness canoeing expedition — paddling over quiet lakes . . . swooping down into white water . . . portaging your canoe around bad rapids . . . landing at night to make camp . . . starting out again the next morning for more exciting adventure.

Campfires

CAMPFIRE! There's nothing in the world that can compare with sitting with your best friends in a close circle, under the spell of the fire, watching the flickering flames, having a wonderful time together.

The Campfires of Troop and Council. The campfires of the large groups are the spectacular ones.

As dusk falls, the campers gather in the special campfire circle. The leader steps forward and, as the flames soar upward, he opens the fire with an impressive ceremony.

Then follows a program of songs, serious and funny in the right proportion—all of them good, none of them cheap. There are stunts and skits.

Fellows with special abilities—singing, storytelling, or otherwise—do their stuff.

There may be a few campfire games, such as Indian hand wrestling, leg wrestling, dog fight. Perhaps a tall-story contest with fellows of the gang trying to outdo Paul Bunyan and John Henry.

Then, finally, the good-night song and your camp's traditional, impressive closing ceremony.

Your Patrol Campfires. The smaller campfires of your patrol are different. Around them friendship and patrol spirit grow stronger.

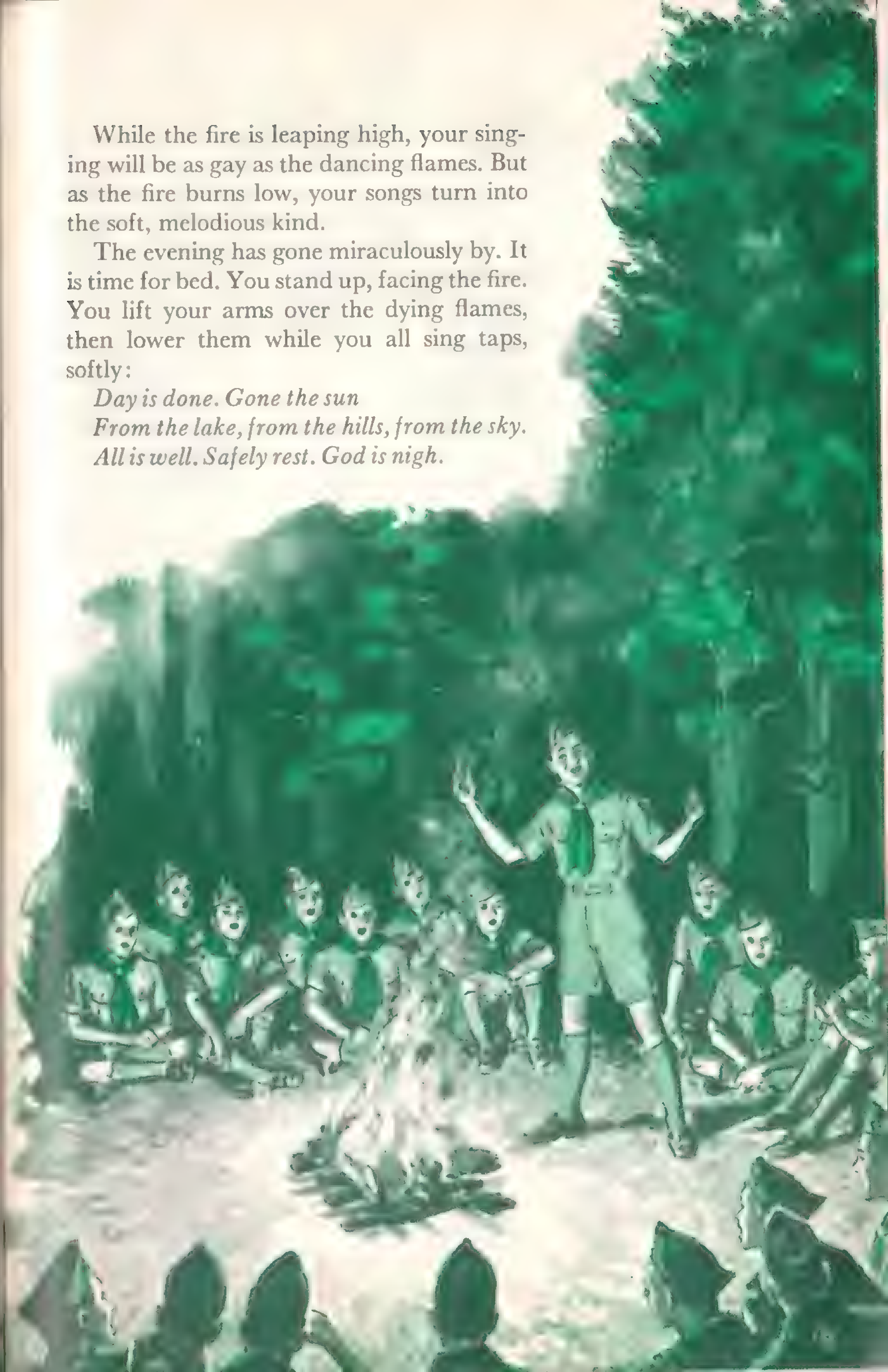
As the fire is lit, you talk of the day that has gone and the tomorrow that is to come. You discuss the plans for the rest of the camp. And then, very possibly, you drift into talking about the troop, of Scouting, of something else that's on your mind.

"Let's have a song!" finishes the discussion and starts a new mood. Another song. A story by your patrol leader. Then, after one of those silent pauses where you just sit and watch the flickering flames, someone turns to John: "What about the song you sang at the troop show last winter?" And there goes John—followed by Bill and Jack. More discussion, maybe a stunt, another song.

While the fire is leaping high, your singing will be as gay as the dancing flames. But as the fire burns low, your songs turn into the soft, melodious kind.

The evening has gone miraculously by. It is time for bed. You stand up, facing the fire. You lift your arms over the dying flames, then lower them while you all sing taps, softly:

Day is done. Gone the sun
From the lake, from the hills, from the sky.
All is well. Safely rest. God is nigh.



Try Indian camping sometime—but not before you are a good camper.

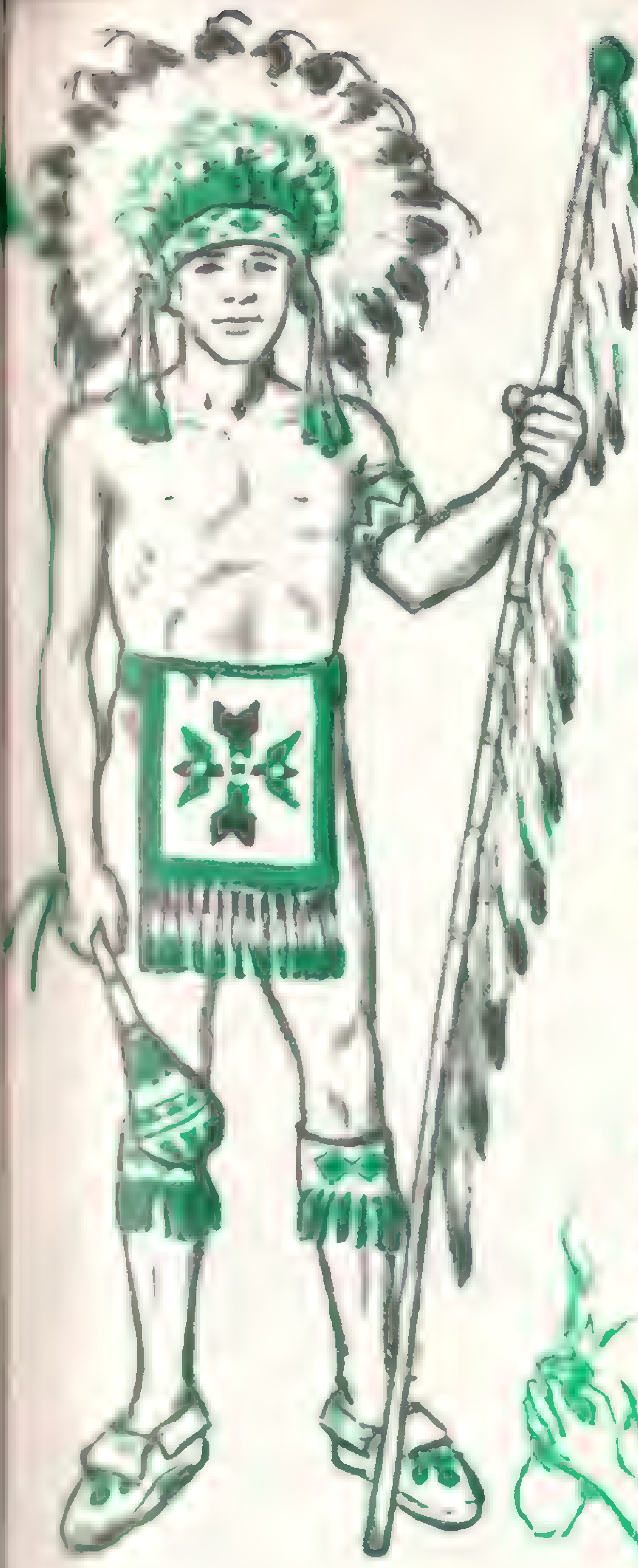
Primitive Camping

When you have mastered the art of regular camping in patrol and troop, you'll have the necessary skills to go in for the more primitive kind and to enjoy it to the full, making use of all your ingenuity.

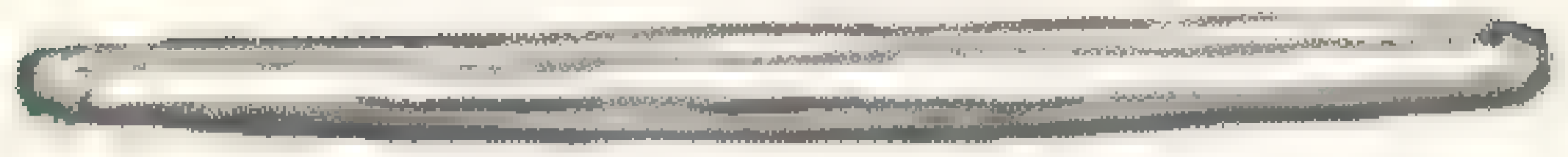
Indian Camping. You may like to try Indian camping, for example. For this you take very little equipment. If tepees are available, fine. If not, use your regular tents or build wigwams, by covering frameworks of branches with tarps.

Clothing is an easy matter when you are Indian camping. Moccasins and loincloth are your daylong wear. Your moccasins may be regular Scout moccasins, or homemade from a moccasin kit. The loincloth is best made of outing flannel—red or blue, with a bias-binding in a contrasting color, if you like. The cloth should be as long as you are tall, one-third your waist-measure wide.

You will have lots of things to occupy your time in Indian camp—putting up all the gadgets the Indians used, playing Indian games, cooking Indian meals over fires lit by fire by friction as shown on page 341, taking part in campfires that feature Indian songs, dances, and ceremonies.



FIRE BY FRICTION

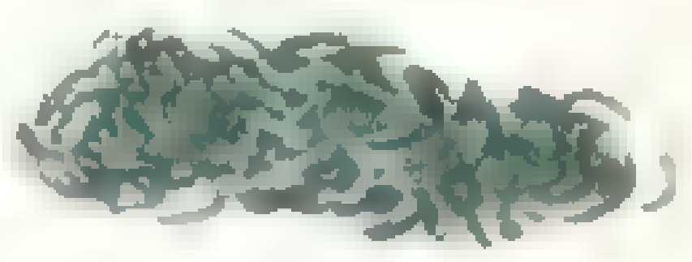


Spindle is one foot long, about ¾" thick. Cut it octagonal. Round one end, taper the other.

Fireboard is about 4" wide, ½" thick, one foot long. Gouge hollow for spindle. Cut V-shaped cut almost to center of spindle hollow.

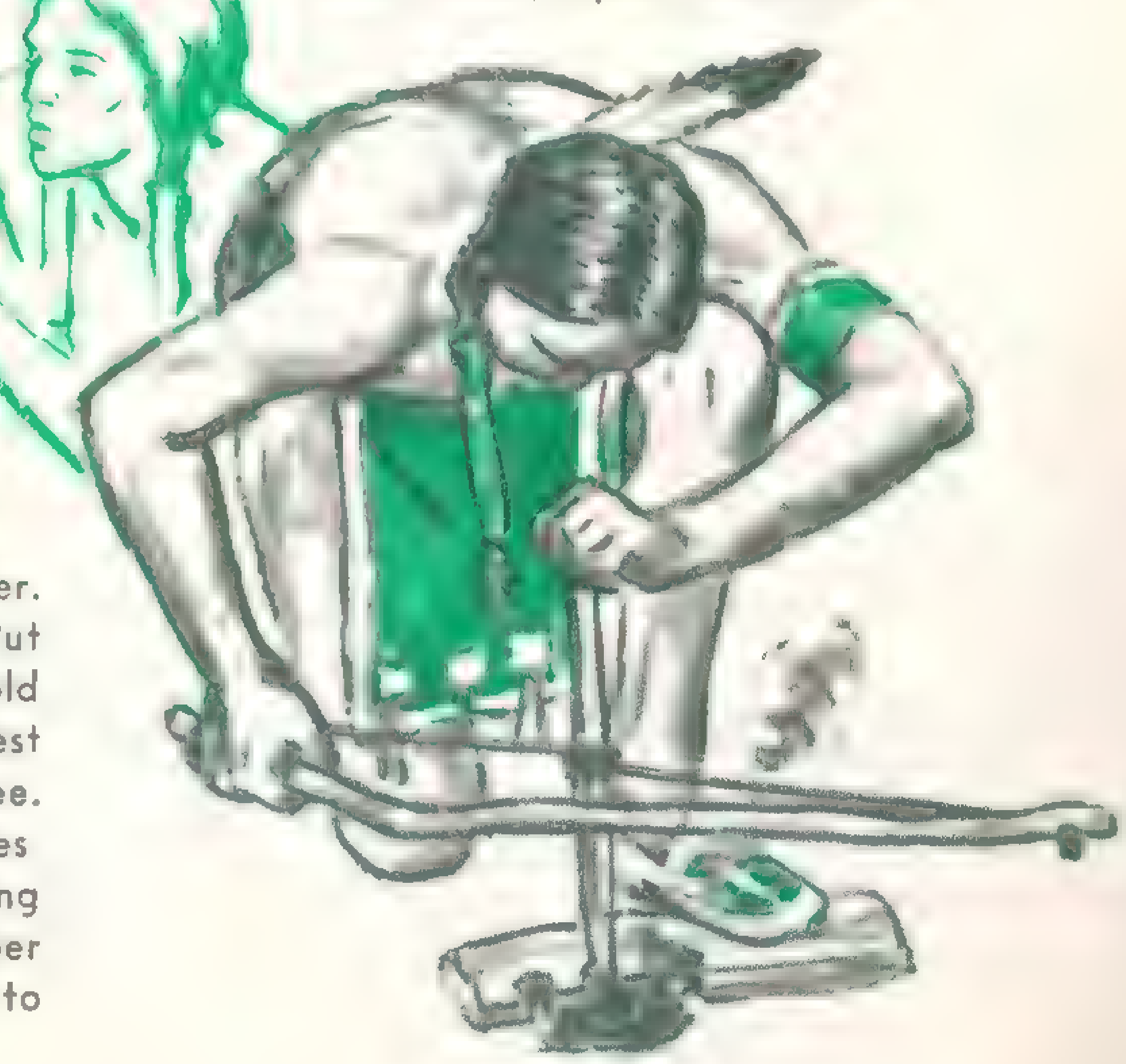
Bow is stiff branch, 2½ feet long, with strong leather thong.

Hand piece is chunk of wood with hole to fit spindle top.

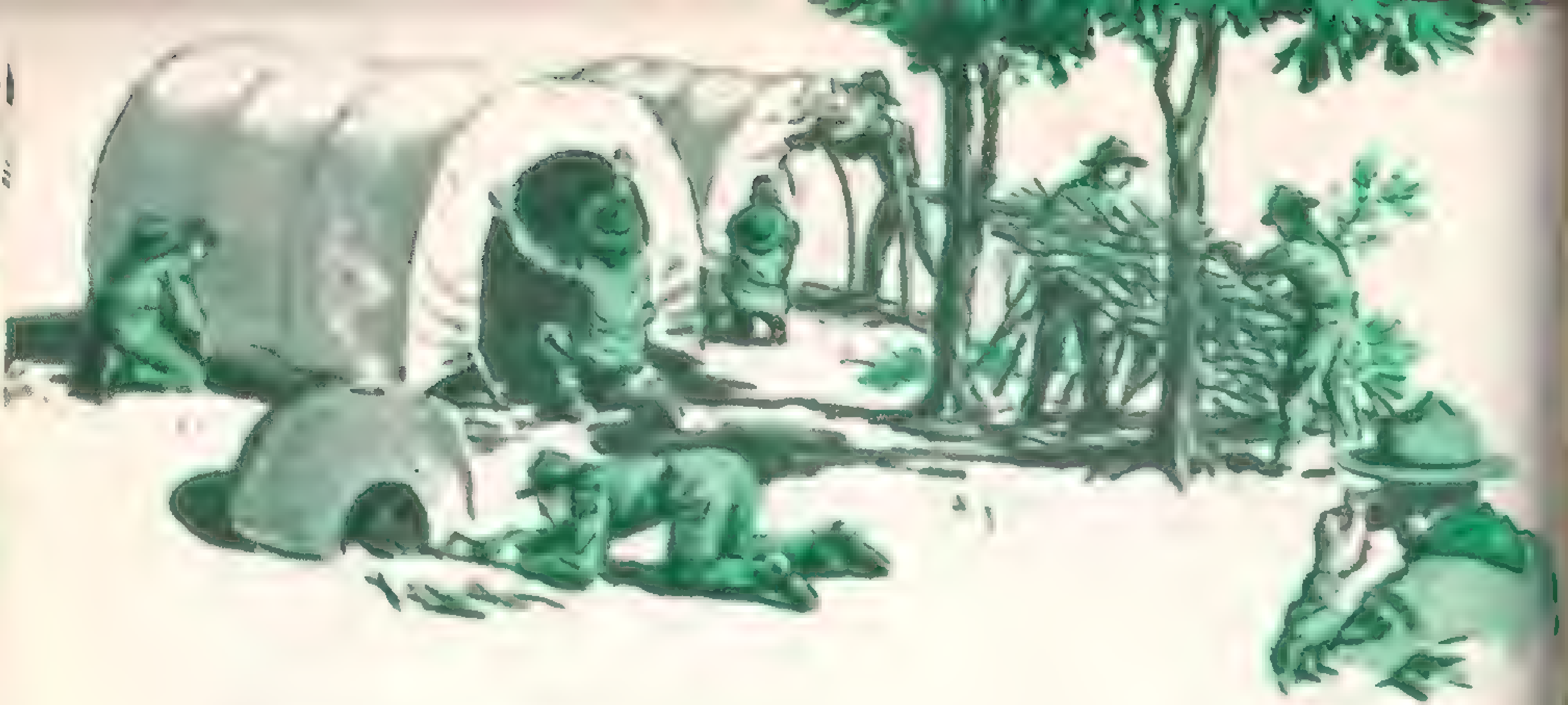


Tinder may be shredded cedar bark, fine wood shavings, mouse nest.

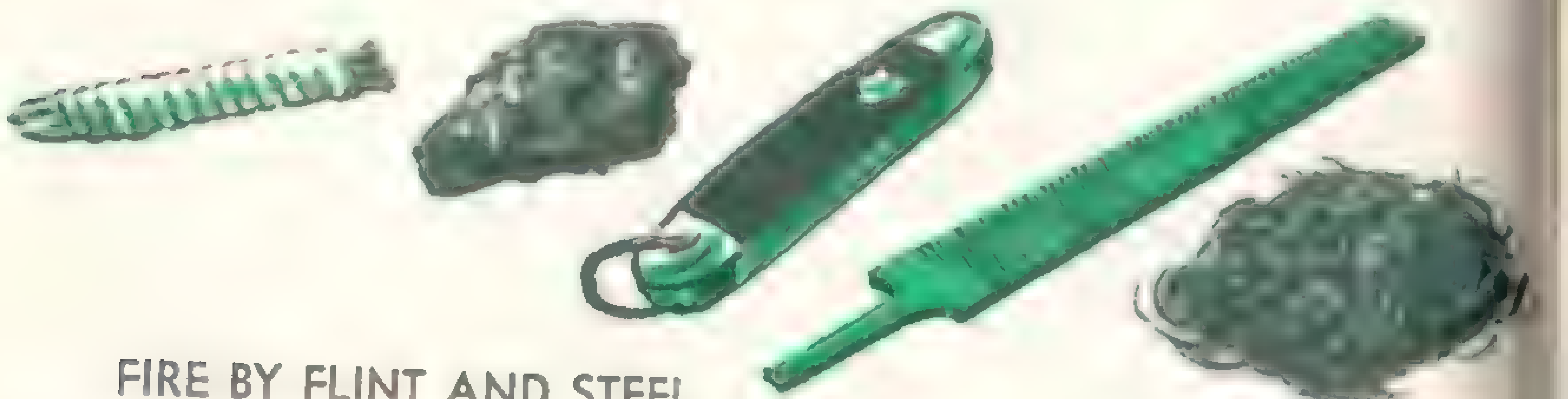
Good woods for fire by friction: yucca, basswood, elm, willow, white cedar, aspen, cottonwood



Place fireboard with notch on tinder. Kneel down, foot on fireboard. Put bowstring around the spindle. Hold spindle upright with hand piece. Rest hand with hand piece against knee. Set spindle spinning with long strokes with increasing pressure. Keep going until heavy smoke rises. Knock ember formed in notch into tinder, blow into flame with steady blow.

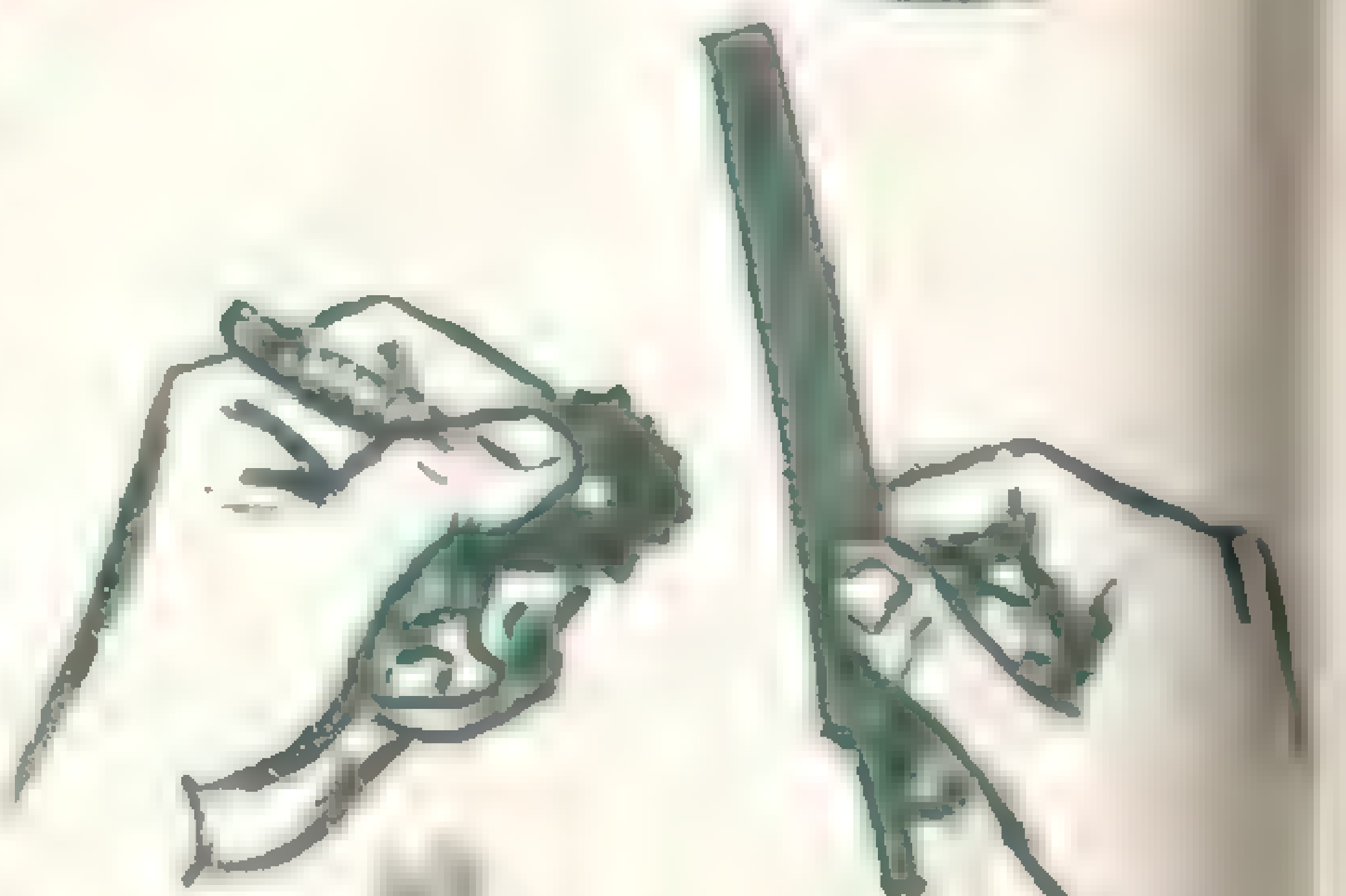


Pioneer Camping. In pioneer camping your patrol becomes a gang of old-time pioneers on the backwoods trail, putting up covered-wagon-type shelters or simple lean-tos and going in for real pioneering—making trapper's beds, lashing together tables and benches, cooking your food in Dutch ovens, barbecuing your meats over fires made by flint and steel, building a bridge over a nearby river, constructing a raft for fun on the lake.

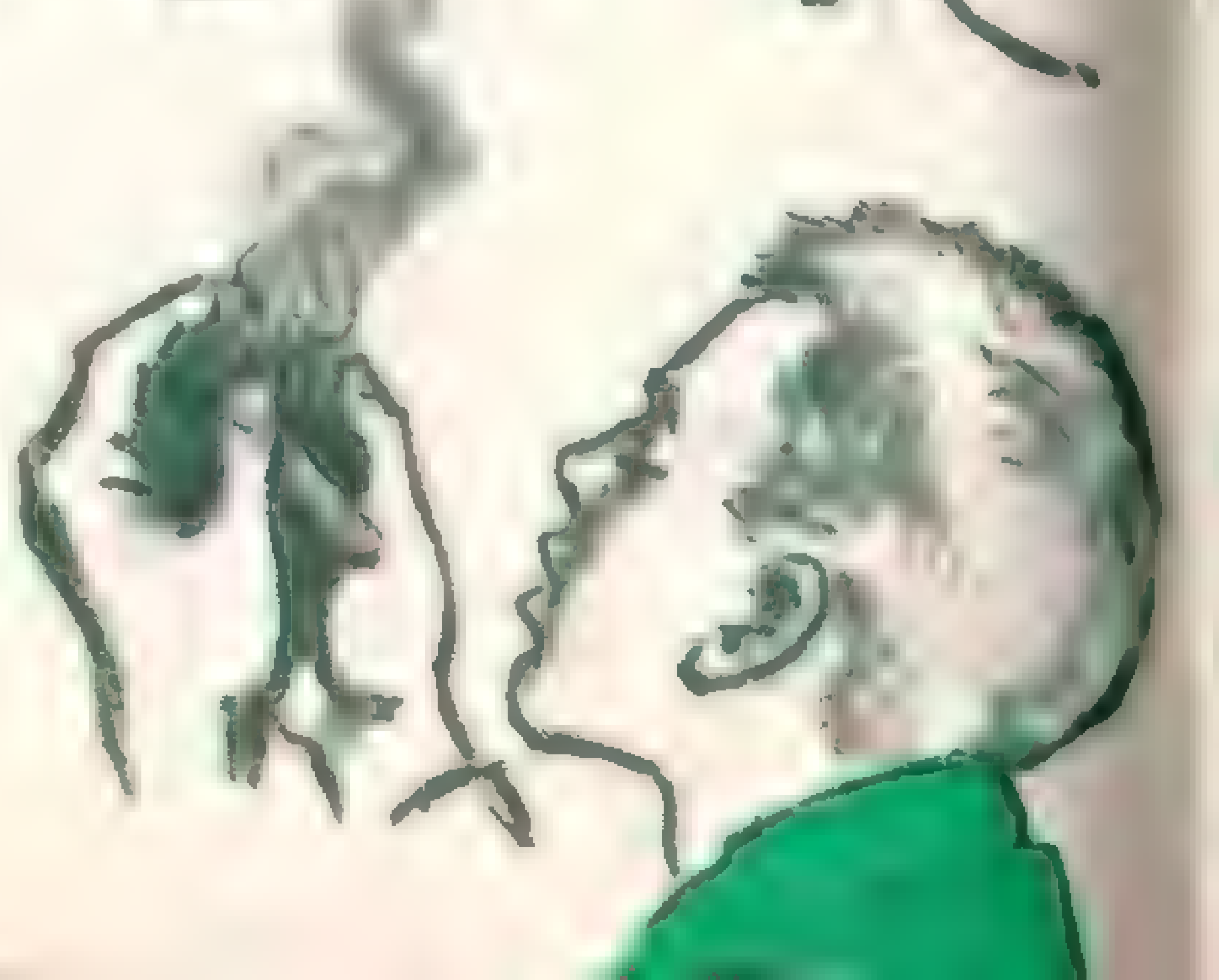


FIRE BY FLINT AND STEEL

Fire-by-flint-and-steel set consists of piece of flint, old file, punk (cigar lighter wicking or charred cloth), tinder. (To char cloth, set fire to piece of linen or outing flannel; when it is burning well, smother flame in coffee can with tight lid.)



To make fire, hold flint and wicking between fingers. With steel, strike glancing blow against flint aimed in such a way that sparks fly into wicking. Place the smoldering wicking in tinder and blow it into flame with long, soft blows.



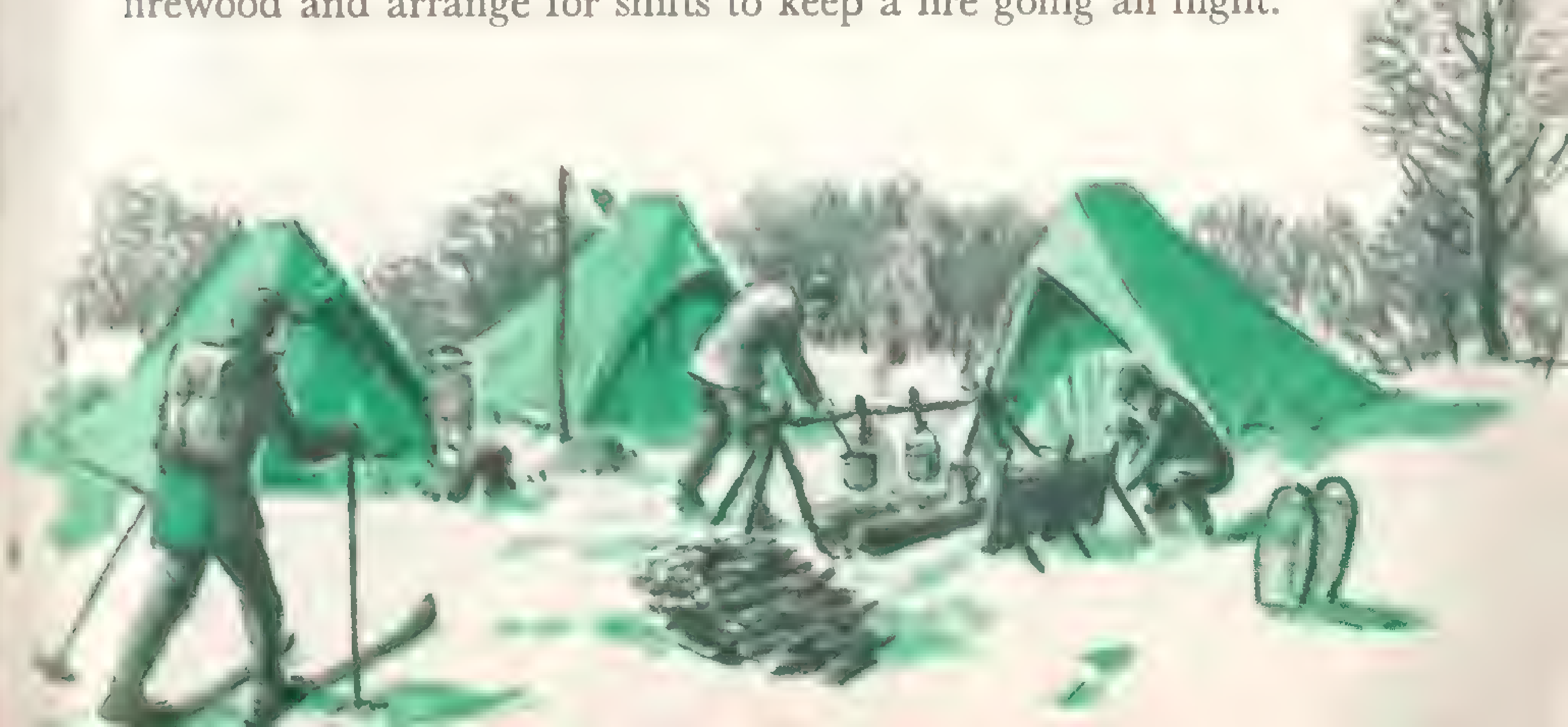
Or place charred cloth on tinder on ground, aim sparks into it. Lift up tinder with smoldering cloth and blow it into flame.

Desert-Island Camping. Desert-island camping is something else again. Here you can take all the equipment you want (remember the boxes of stuff that Robinson Crusoe got off the stranded ship?), but you must live "off the land," as far as possible, using greens and roots, fruits and nuts, and the fish you can catch, for part of your diet. You need plenty of survival training for this kind of camping.

Winter Camping. Winter camping up north when deep snow covers the ground is a special kind of primitive camping that brings out the real HE-MAN in you. Here your main considerations are keeping warm and dry, and sleeping warm and dry.

KEEPING WARM means the right kind of vigorous activities, the right kind of grub with extra heat-producing fats and sugars, and the right kind of clothing. Your clothes should be woolen, loosely fitting garments, with a windproof jacket over them. Your feet need special warmth—so on with a pair of heavy woolen socks over your regular stockings and into greased boots, ski boots or snow-pacs large enough to allow for the extra socks. Ski cap and mittens—and you're all set.

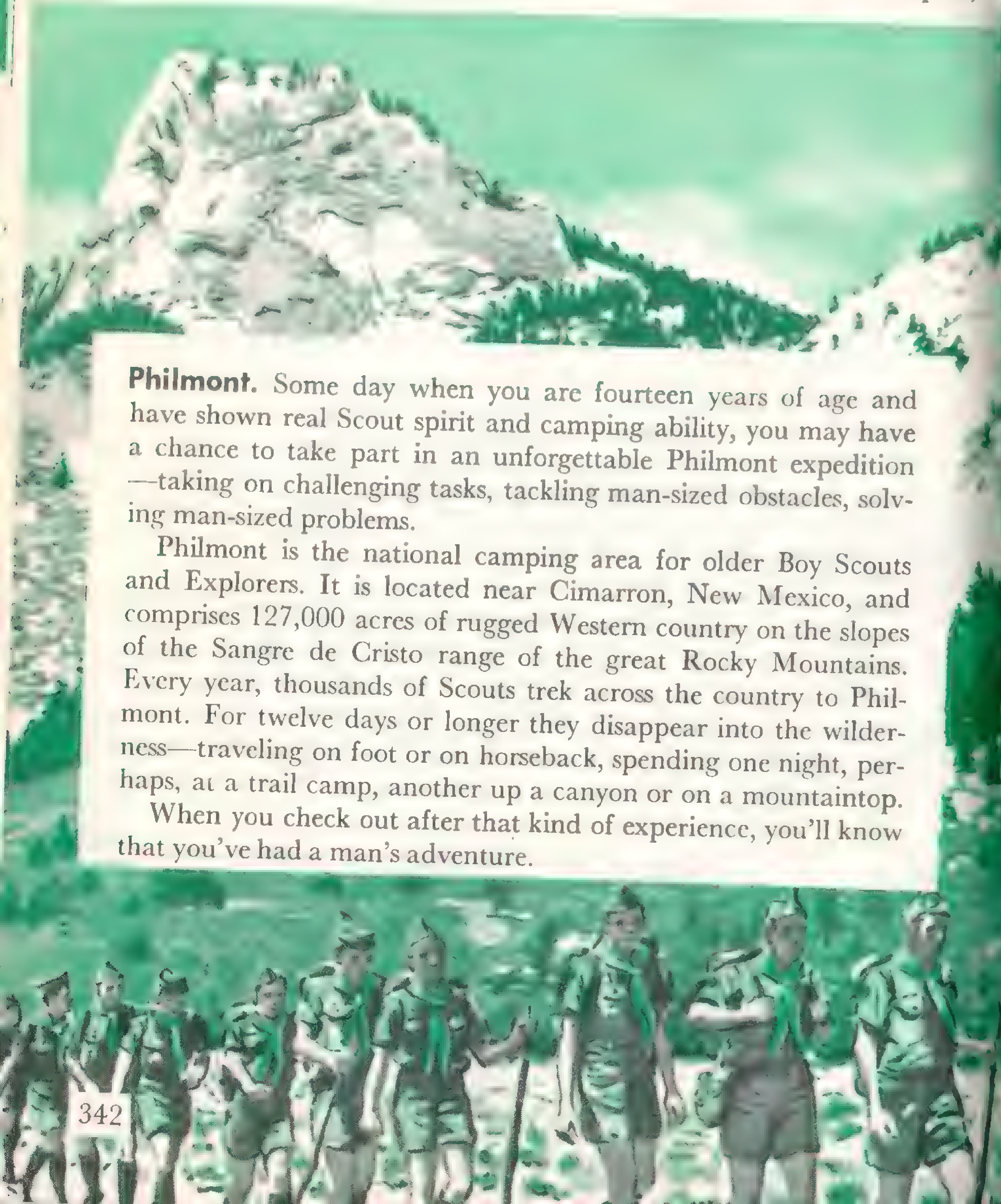
SLEEPING WARM means proper tenting and bedding. An open-front tent such as a baker or an Explorer is especially good for winter camping—you can have a large fire burning in front of it. Pick out a spot sheltered from the wind, scrape the snow away and put up the tent. Then make a bed—from boughs, if available, with a heavy layer of newspapers on top of them—it's hard to beat newspapers for insulation. Next, your ground cloth and your wool blankets or sleeping bag. Gather a large supply of firewood and arrange for shifts to keep a fire going all night.



Traveling Camps

Traveling camps are for experienced campers only. In those, you cover a lot of territory. You need strong leadership and carefully laid plans.

There are plenty of places to go: national parks, historic spots,



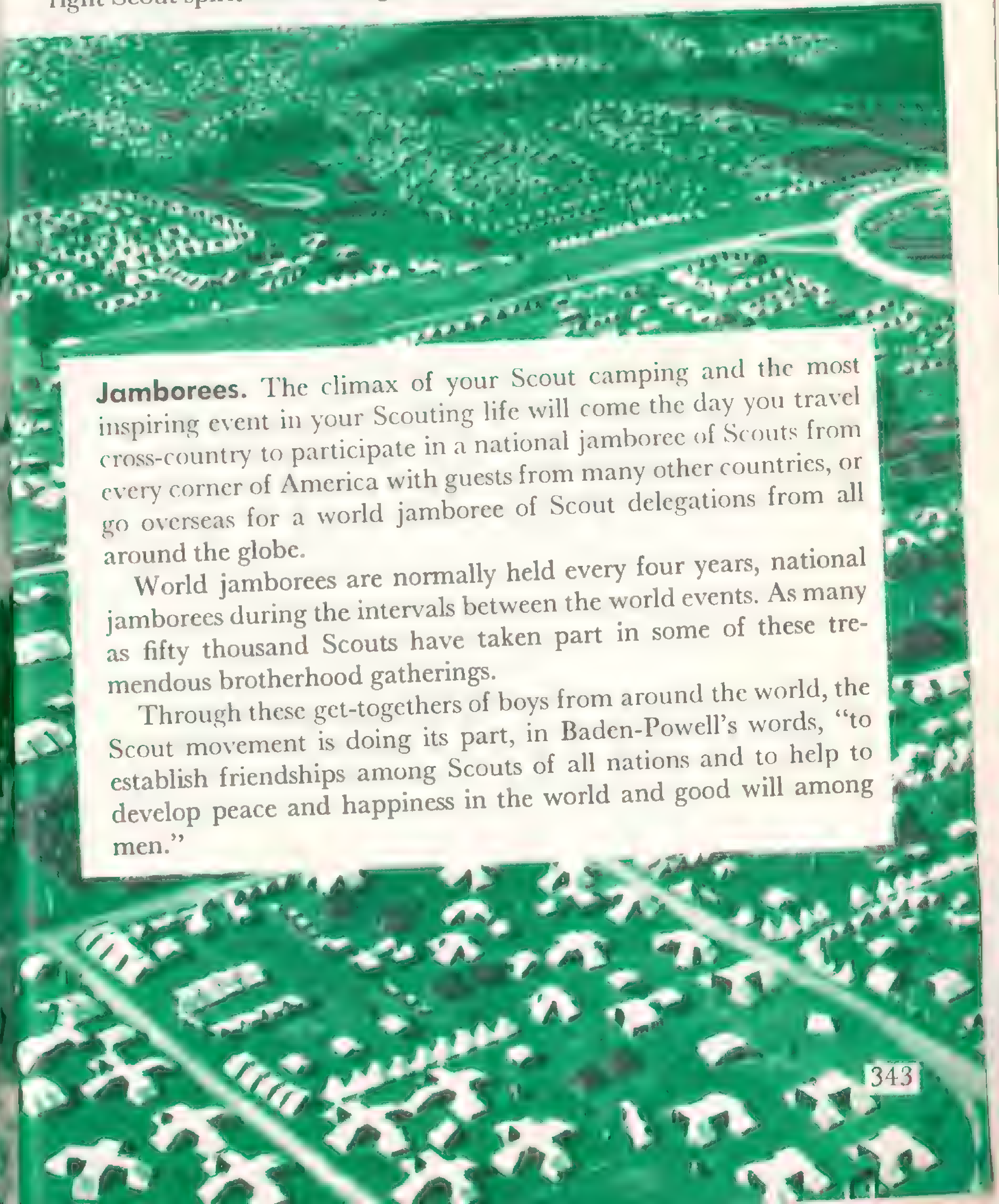
Philmont. Some day when you are fourteen years of age and have shown real Scout spirit and camping ability, you may have a chance to take part in an unforgettable Philmont expedition—taking on challenging tasks, tackling man-sized obstacles, solving man-sized problems.

Philmont is the national camping area for older Boy Scouts and Explorers. It is located near Cimarron, New Mexico, and comprises 127,000 acres of rugged Western country on the slopes of the Sangre de Cristo range of the great Rocky Mountains. Every year, thousands of Scouts trek across the country to Philmont. For twelve days or longer they disappear into the wilderness—traveling on foot or on horseback, spending one night, perhaps, at a trail camp, another up a canyon or on a mountaintop.

When you check out after that kind of experience, you'll know that you've had a man's adventure.

wilderness trails, canoe waterways. Besides there is Philmont—and there are jamboree adventures awaiting you.

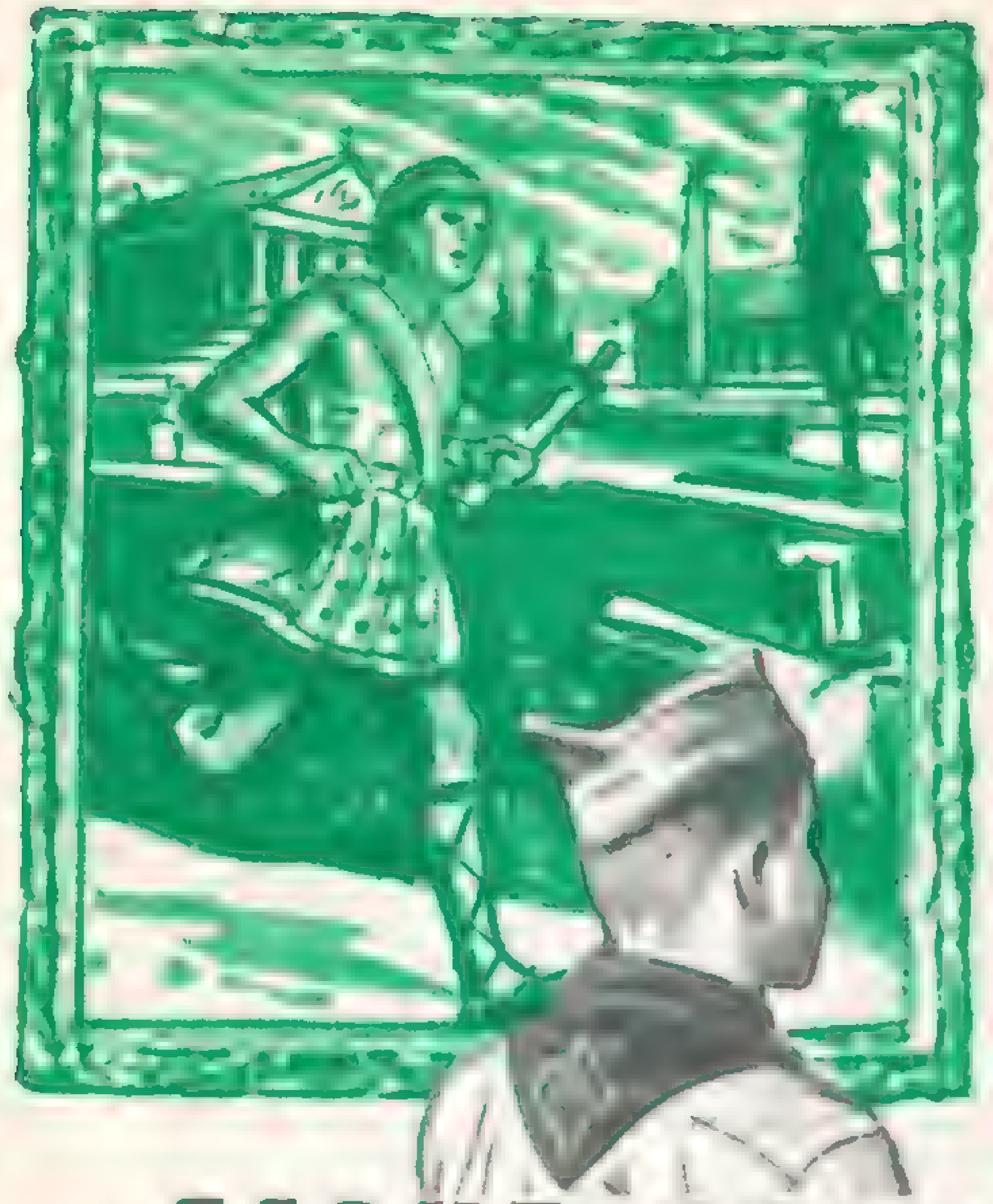
The main requirement for you to participate in such an outstanding experience is a deep desire on your part to go. It will take effort to earn the necessary funds—but first of all, it takes the right Scout spirit and the largest amount of Scoutcraft knowledge.

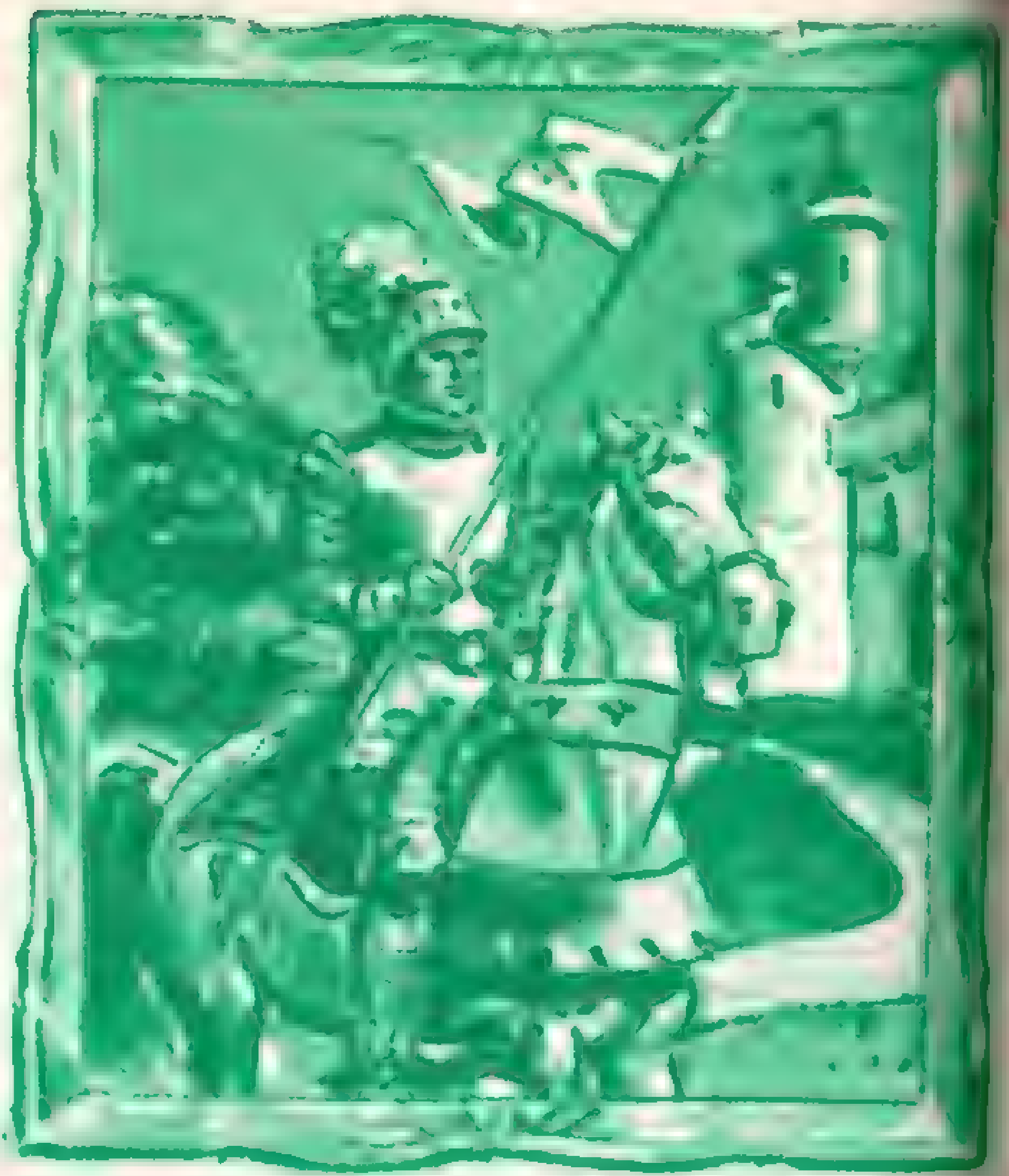


Jamborees. The climax of your Scout camping and the most inspiring event in your Scouting life will come the day you travel cross-country to participate in a national jamboree of Scouts from every corner of America with guests from many other countries, or go overseas for a world jamboree of Scout delegations from all around the globe.

World jamborees are normally held every four years, national jamborees during the intervals between the world events. As many as fifty thousand Scouts have taken part in some of these tremendous brotherhood gatherings.

Through these get-togethers of boys from around the world, the Scout movement is doing its part, in Baden-Powell's words, "to establish friendships among Scouts of all nations and to help to develop peace and happiness in the world and good will among men."





SCOUT SPIRIT

Some time ago, three thousand Scouts put on a great pageant in one of our large cities. They called it "The March of Scouting." In a number of exciting scenes the Scout actors showed the spirit of Scouting through the ages: Here were Spartan boys of old Greece participating in body-building exercises, youths of the Middle Ages preparing for knighthood, Indian youngsters learning the woodcraft skills of their tribes, pioneer boys helping build a country.

It was a thrilling spectacle staged by vigorous, wide-awake Scouts. As you watched it, you couldn't help thinking—

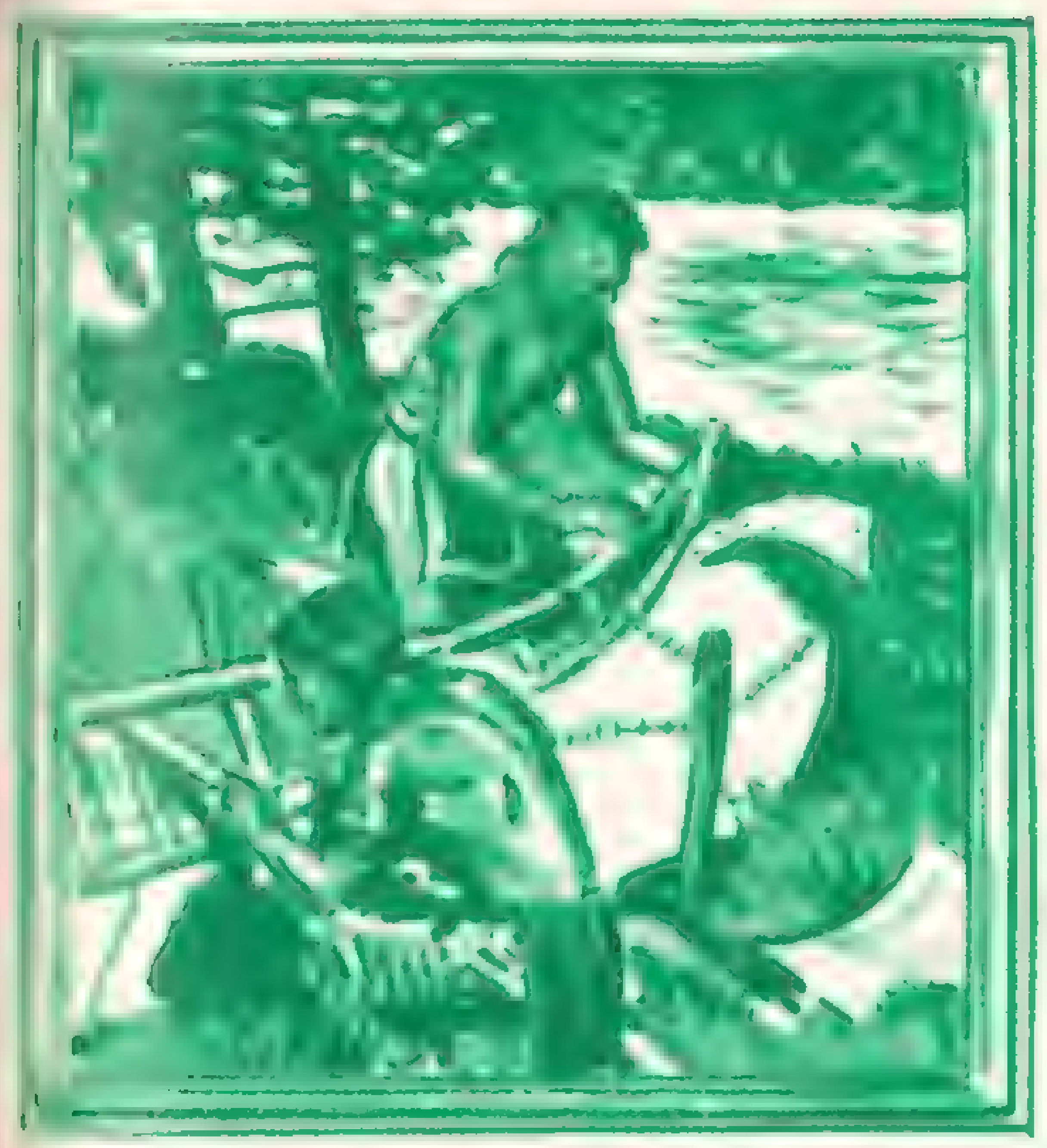
"What a nation we could build with youth as physically fit as the ancient Greeks, as mentally awake as our Indians and early pioneers, as morally straight as the knights of old!"

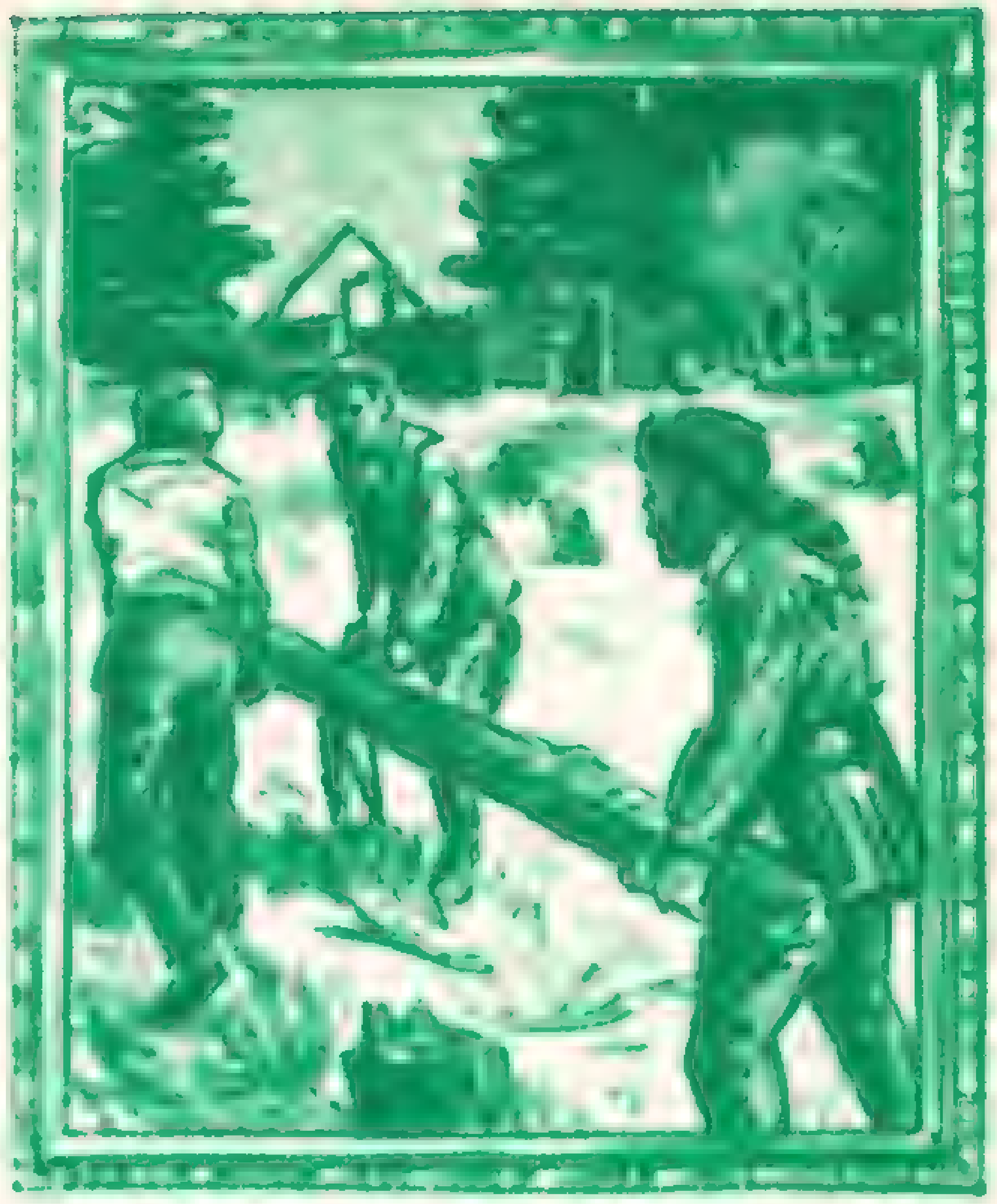
And why not? That's what Scouting is aiming for! That's the goal that every real Scout is working toward.

Living the Scout Ideals

Live up to the Scout Oath or Promise, the Scout Law, the Scout motto, and the Scout slogan.

As you live a happy Scout life with the fellows in your patrol and troop you slowly develop the spirit of Scouting. Every day opens your eyes wider to opportunities around you to prove yourself a Scout. Every day brings you closer to an understanding of your duties as a Scout and as a man.





Your Duties as a Scout. The Scout Oath is a clear statement of good citizenship. You learned it as a Tenderfoot Scout and explained the four great duties it contains in your own words. You have probably repeated it a number of times since at special ceremonies and have pledged yourself to it anew as a Second Class Scout. Now, as you prepare yourself to move into First Class rank, you need to deepen your understanding of it, you need to realize more fully that, as a Scout, you have a duty to perform for every privilege you receive.

You have the privilege of life—what is your duty as to its use? You have the privilege of citizenship in these United States—what obligation goes with that? You have friends—what duty does that place upon you? You have your own talents—what obligation do they carry for their development and use?

As you try to do your best to live the Scout Oath, think through these great duties:

DUTY TO GOD—*The Scout movement firmly maintains that no boy can grow into the best kind of citizenship without recognizing his obligation to God and gratefully acknowledging His favors and blessings.* What is your obligation to God? What is your duty to your church?

To believe in God? Of course—but more than that: To prove your faith in your daily deeds, to follow the teachings of your parents and religious leaders.

Duty to country—What is your duty to America? What do you owe the land that gives you free education, things to enjoy and do, the chance to be what you want to be?

To obey her laws? Yes. To respect her institutions? Yes—but more: To live for America as willingly as thousands of patriots have been eager to die for America. To die for one's country calls for supreme courage—but to live for it, to work, to produce, to help, to save, to obey the nation's laws, to be trustworthy, loyal, helpful, friendly, courteous, kind,obedient, cheerful, thrifty, brave, clean, and reverent, day after day, calls for as much courage spread over a longer time—and that is good citizenship.

Duty to others—What is your duty to other people? What do they have a right to expect of a Boy Scout?

That you shall be friendly? Yes—all citizens expect that from each other. That you shall be fair? Yes, of course—but more than that. People know that the Scout's promise to Do a Good Turn Daily means that a Scout helps others without thought of return—just for the pleasure of doing it as a good citizen.

Duty to self—What is your duty to yourself? What is your obligation to the man you hope to be?

You need to grow in stature, in strength, in knowledge, into greater value and usefulness and skill. How? The last words of the Scout Oath point the way. They show you the duty you owe to yourself—to keep yourself physically strong, mentally awake, and morally straight. Only when you do that can you have the full measure of fun and happiness and joy from living.

Do a Good Turn Daily. One of the simplest tests you can give yourself to find out what kind of Scout you are is to ask yourself, "Do I do a Good Turn daily? Do I go out of my way to help other people?"

When once the Good Turn habit has become part of your life you can't help yourself. Your eyes see where help is needed; your mind tells you to go into action; your training as a Scout gives you the ability to help.

It isn't the size of the Good Turn that counts—it's the doing of it, whether large or small. And it often happens that what appears to be a very insignificant Good Turn may turn into a major one. That was the case of a Good Turn done by an English Boy Scout to an American visiting England once.

It was in the fall of 1909. All day long the great city of London had been in the grip of a dense pea-soup fog. It had covered the city, had practically stopped all traffic, all business in the British capital.

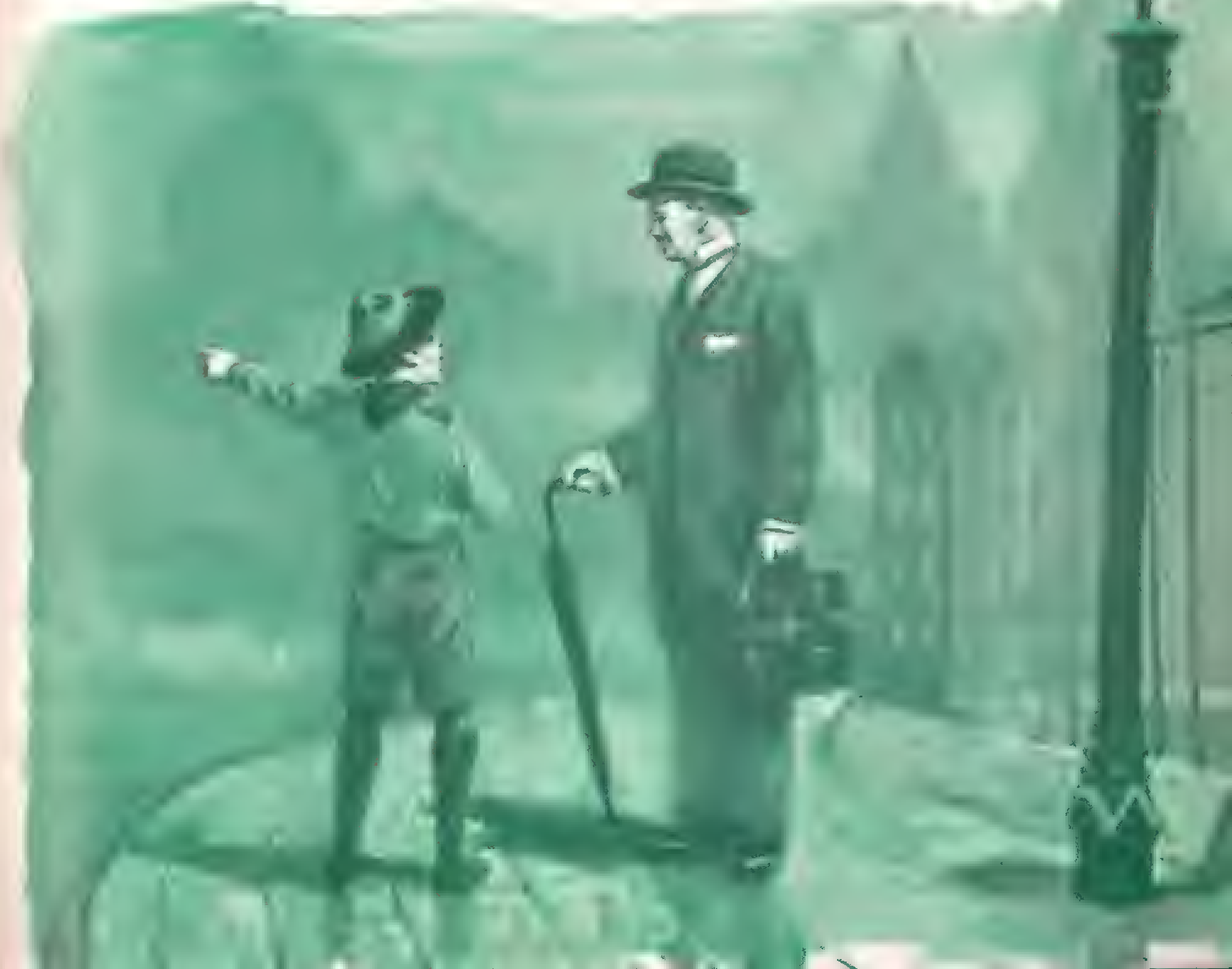
An American publisher, William D. Boyce, from Chicago, Illinois, had trouble finding an office address in the center of the city. He had stopped under a street lamp to locate himself when out of the gloom a boy approached him.

"Can I help you, sir?" asked the boy.

"You most certainly can," said Boyce. "I wish you'd tell me how to get to this address . . ."

"I'll take you there," said the boy, and led on to Boyce's destination.

An English Boy Scout helped William D. Boyce find his way through a dense London fog.



When they got there the American reached into his pocket for a tip, but before he had a chance to offer it, the boy snapped a hand into a salute.

"No, thank you, sir," he said. "I am a Scout, and a Scout does not take anything for helping someone."

"A Scout? And what might that be?" asked Boyce.

"Haven't you heard about the Baden-Powell Boy Scouts, sir?"

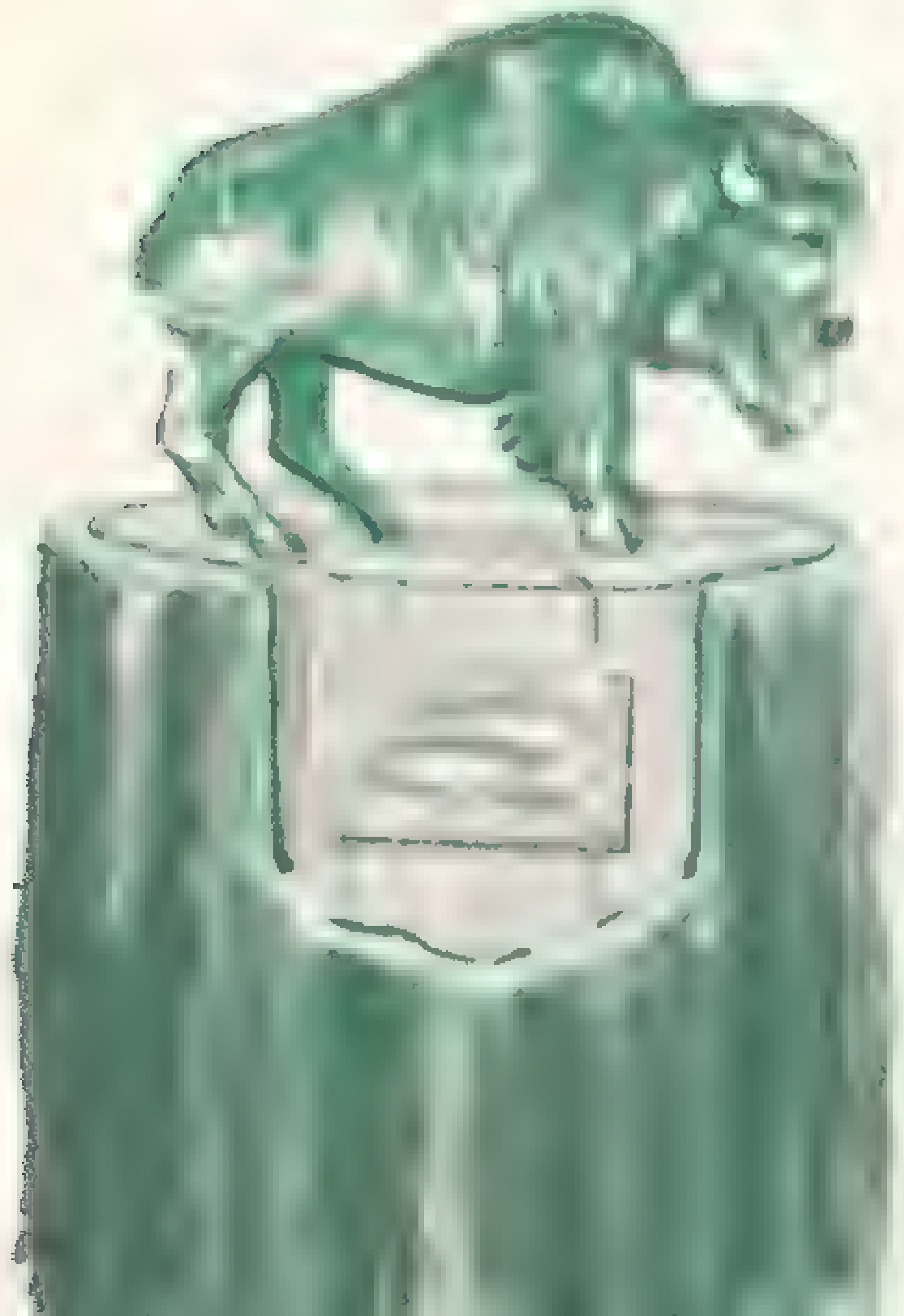
Boyce hadn't. "Tell me about them," he said.

And so, the boy told the American about himself and his brother Scouts. Boyce was very much interested and, after finishing his errand, had the boy take him to the headquarters of the British Boy Scouts. There the boy disappeared before the publisher had a chance to ask his name.

At the headquarters Boyce met Baden-Powell, the famous British general who had founded the Scout movement the year before, who later became Chief Scout of the World. Baden-Powell told Boyce about Scouting. Boyce became more and more impressed with it and decided to bring it home with him to America.

And so, on February 8, 1910, in Washington, D.C., Boyce and other outstanding men interested in boys founded the Boy Scouts of America. Ever since then this day has been observed as the birthday of American Scouting.

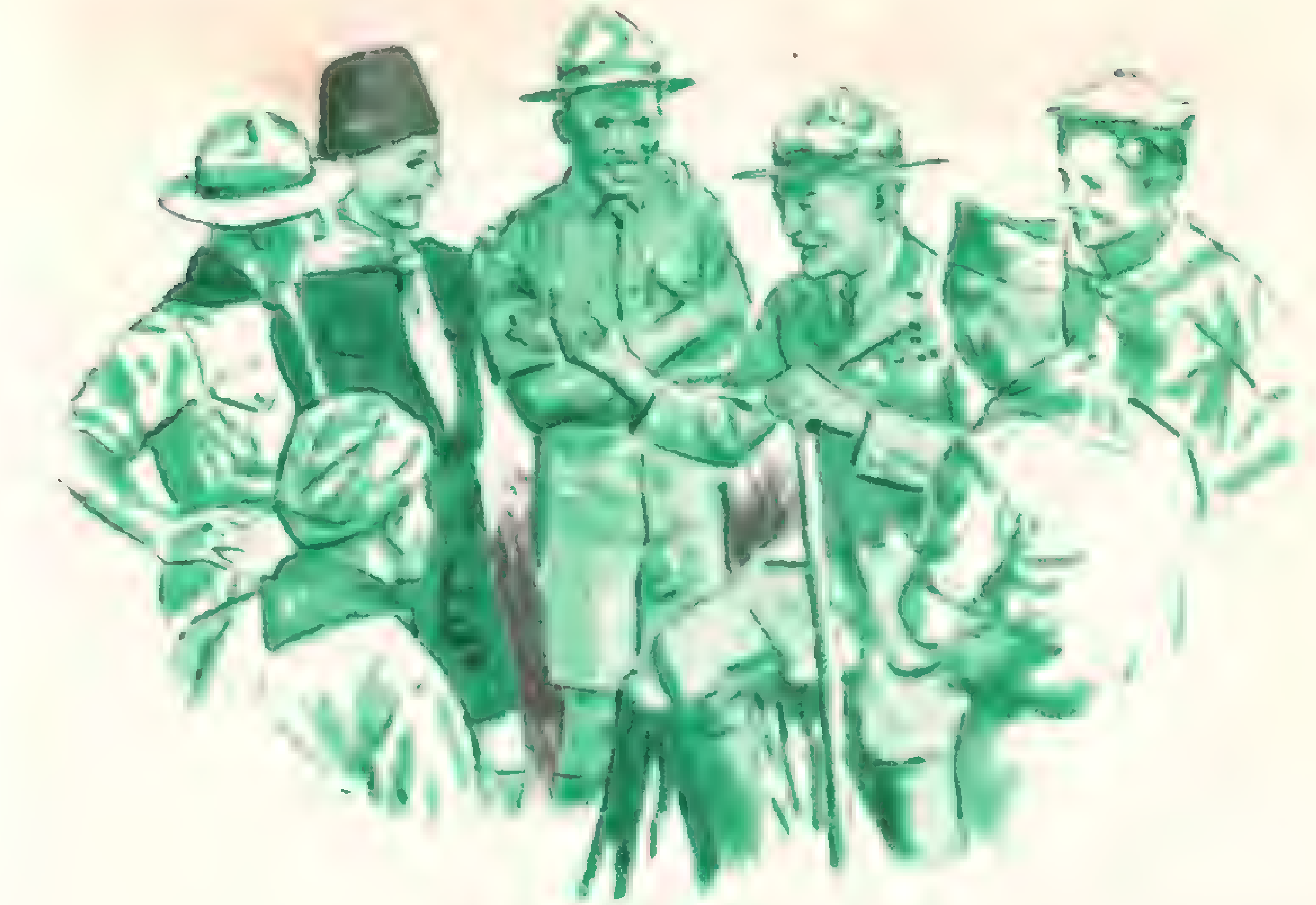
What happened to the boy? No one knows. He was never heard of again. But he will never be forgotten. In the International Boy Scout Training Center at Gilwell Park, England, there stands a beautiful statue of an American buffalo—a large-scale representation of the Silver Buffalo Award of the Boy Scouts of America. The simple inscription on its base reads:



To the Unknown Scout Whose Faithfulness in the Performance of the Daily Good Turn Brought the Scout Movement to the United States of America.

One Good Turn to *one* man became a Good Turn to millions of American boys.

Such is the power of the Good Turn. You never can tell . . .



Baden-Powell founded the Scout movement and gave it to the boys of the world.

The Founder of Scouting. What was it that had caught the imagination of this unknown English boy to such an extent that he was able to fire the interest of a stranger from a far-off country?

It was the game of SCOUTING as given to him and his British brothers by the man who, out of his genius and love for boys, had founded the Boy Scout movement — a man popularly known as "B.-P.," the famous General Robert Stephenson Smyth Baden-Powell.

Baden-Powell was born in London, England, on George Washington's 125th birthday — February 22, 1857 — as the seventh son of Professor Baden Powell. His father died when Robert was only three, leaving his mother to raise the large family.

As a boy, Robert lived an active outdoor life with his brothers and became a popular pupil at Charterhouse school. At nineteen he joined the British Army and went to India. A few years later he was in Africa taking part in the campaigns against the fierce Ashanti and Matabele warriors.

In 1899 B.-P. suddenly stepped into world fame.

Trouble was brewing between the British and the govenment of the Transvaal republic. Baden-Powell was directed to raise two regiments of mounted rifles and to hold Mafeking, a town in the heart of South Africa. War started and Mafeking was immediately besieged. For 217 days B.-P. held the town against overwhelming numbers of the enemy, until British relief forces fought their way to his help on May 17, 1900.

Great Britain had been holding its breath through these long months. When the news finally came, "Mafeking has been relieved!" it went wild with joy.

It was as a great national hero that Baden-Powell returned to England. Here he found to his amazment that his personal popularity had given popularity to a book he had written for army men, *Aids to Scouting*. It was used as a textbook in boys' schools.

B.-P. saw a great challenge in this. If a book for men on scouting practices could appeal to boys and inspire them into action, how much more would a book written for the boys themselves!

He set to work to develop the idea of Scouting for boys. To make sure it would work, he took a group of boys with him to Brownsea Island, during the summer of 1907, for the world's first Boy Scout camp. And early in 1908 he brought out his handbook of training, *Scouting for Boys*.

Instantly, Scout patrols and troops sprang up in England and shortly after in many other countries. By 1910 the movement had grown so large that Baden-Powell found it necessary to resign from the army to dedicate himself completely to the cause of Scouting.

To his great happiness he saw the Scout movement becoming a world brotherhood. To strengthen this brotherhood, he called the Scouts of the world together for a "jamboree" in England in 1920. At this First World Jamboree, a cheering crowd of Scouts proclaimed Baden-Powell "Chief Scout of the World".

More and more countries took up Scouting. The day the movement reached its twenty-first birthday and thus came "of age," Scouting was found in practically every civilized country. On that occasion, B.-P. was honored by his king, George V, by being created a baron under the name of Lord Baden-Powell of Gilwell.

During the remaining years of his life, Baden-Powell traveled around the world to encourage the spread of Scouting. At 81, he went to Africa to spend his last days. Here he died on January 8, 1941, and was buried in Kenya.

But the movement he founded continues to grow and to help boys become good citizens of their own country and of the world.

DOING YOUR SHARE

Do your share in helping in your home, your school, your church or synagogue, and your community.

As an American citizen you have the greatest heritage ever given to anyone on the face of the earth. Every day you enjoy things that you have done nothing to earn. Some of them are yours because of your citizenship, provided through the Constitution of the United States and the Bill of Rights. Others are material things, gained for you by someone else's hard work and sacrifice.

The school you attend is maintained by people of your community, state, and country so that you may have a better chance. Your church or synagogue was built by men and women of faith, working to help you. Libraries, museums, and other institutions are established for your benefit. Your health and safety are guarded through the efforts of thousands of citizens. Scouting itself is available to you because of the service of many people eager to help boys.

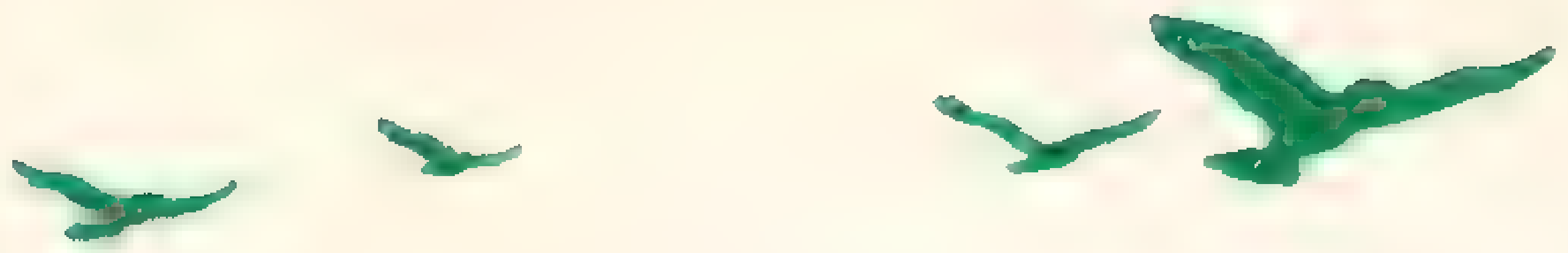
A selfish person might accept all these things as his right. A Scout doesn't—he accepts them as an indebtedness. You will want to repay each gift that comes to you through the efforts of others. You can do this by using these gifts to the best advantage and by doing your share of work necessary for maintaining them through home, school, church or synagogue, and community.

TAKING CARE OF THINGS

Take care of things that belong to you and maintain a personal savings plan.

Many of the habits you are forming today—both good and bad—will stay with you for the rest of your life. You will have a much easier time later if the habits you form are good ones.

The way you take care of your things while you are a boy will set a pattern for the way you care for your things when you grow up. If you throw your things about today and expect your mother to straighten up after you, you may stay untidy to the end of your days. If you treat your clothing, your books, your bicycle, your sports equipment carelessly today, you will have trouble treating your personal belongings with care in the future. If you waste today, it will be difficult for you not to waste tomorrow.



Your Personal Savings Plan. One of the best ways of learning the self-discipline necessary for appreciating and taking care of what you have is for you to make up a savings plan for yourself —and stick to it!

A savings plan does not mean that you are stingy or selfish—it means that you are developing a habit of thrift, managing a budget, saving toward something you want or may need in the future, or toward helping someone else.

If possible, arrange for a savings account in a bank or other savings institution, or put your money in United States savings stamps and bonds.

If your troop has a savings fund for camp in which Scouts deposit a small amount of money regularly, this will be a smart way for you to save for something you really want.

Benjamin Franklin had the right idea about thrift. "All men are not equally qualified for getting money," he said, "but it is in the power of everyone alike to practice this virtue—thrift."

RESPECTING PROPERTY

Respect the property of others.

Wherever you go camping you are on somebody's property. On private land you'll ask for permission to camp and will live up to any restrictions the owner places on the use of his grounds. On camp property belonging to your local council you are on land of which you are part owner—your local council is yourself and all the other Scouts and leaders of your community—so, of course, you will want to treat it right. In state and national parks you are part owner, too—with one hundred and eighty million other Americans. Here again, you will want to treat the property well and follow the rules established by the park authorities.

Carry over the respect for property you practice when camping into your everyday life. As a citizen you share the ownership of public property—parks and schools and other public buildings. Guard them and care for them. The streets and highways are yours, maintained for your use. Do not litter them. And when it comes to private property, respect this in the same way in which you expect others to respect whatever belongs to you.

CONSERVE OUR NATURAL RESOURCES

Help conserve your country's natural resources.

As a Tenderfoot and a Second Class Scout you have taken part in the local conservation activities of your patrol and troop. As a First Class Scout you need to take an interest in conservation all over the United States.

You may think that soil erosion, floods, or forest fires thousands of miles away have little effect on you. But they affect you just as surely as if they happened in your community. Wherever droughts or flood damage caused by poor conservation practices require federal help, you, through your taxpaying father, help foot the bill. Whenever a raging fire caused by carelessness destroys a forest, you lose—the beauty that you could have enjoyed is gone. Whenever a hillside, incorrectly plowed, is washed clean of topsoil by a torrential rain, the effects may eventually reach your pocketbook. Pollution upstream may kill the trout downstream you had hoped to catch.

The conservation of our natural resources is of serious concern to all thinking Americans. By understanding the need and working actively on conservation projects you show that in this respect —as in everything that concerns your life as a Scout—you have reached your goal of proving yourself FIRST CLASS.

ON THE ADVANCEMENT TRAIL TO EAGLE

MY EAGLE SCORE

My Advancement to STAR SCOUT

☐ ....Merit Badge / 19....
☐ ....Merit Badge / 19....
☐ ....Merit Badge / 19....
☐ ....Merit Badge / 19....
☐ ....Merit Badge / 19....
☐ SCOUT TEAMWORK / 19....
☐ SCOUT SPIRIT / 19....
Date awarded / 19....

My Advancement to LIFE SCOUT

☐ First Aid / 19....
☐ ....Merit Badge / 19....
☐ ....Merit Badge / 19....
☐ ....Merit Badge / 19....
☐ ....Merit Badge / 19....
☐ SCOUT TEAMWORK / 19....
☐ SCOUT SPIRIT / 19....
Date awarded / 19....

My Advancement to EAGLE SCOUT

☐ Camping / 19....
☐ Swimming / 19....
☐ Nature / 19....
☐ Public Health / 19....
☐ Firemanship / 19....
☐ Cooking / 19....
☐ Lifesaving / 19....
☐ Personal Fitness / 19....
☐ Safety / 19....
☐ ....Merit Badge / 19....
☐ ....Merit Badge / 19....
☐ SCOUT TEAMWORK / 19....
☐ SCOUT SPIRIT / 19....
Date awarded / 19....

how to become an
EAGLE SCOUT

Your Scout life in the outdoors has helped make your body strong and healthy. Your mind has become trained to make deductions from what you see and hear. You have grown self-reliant and resourceful. And while taking part in the activities of your patrol and troop you have reached your first Scouting goal: You are a First Class Scout.

Your First Class badge shows that you have successfully followed the broad trail of Scouting. But the road goes much farther and, as a real Scout, you want to follow the trail to the end. There are more badges to be earned, more ranks to be reached—until finally, if you have the energy and ability, you succeed in reaching the top in Scout advancement and become an Eagle Scout.

Did you notice that little word "if"? In that word lies the secret to your Scout advancement.

In Scout advancement each boy proceeds at his own speed. Your rate of advancement depends entirely on you. In Scout advancement you are not trying to get ahead of anyone else—you try to better your own previous record. You move as far and as fast as your ambition carries you.

Your first steps in Scout advancement brought you through the basic Scout ranks of Second Class and First Class.

Your next step is to set out to earn merit badges in special fields that interest you as well as the specific merit badges required for the ranks of Star, Life, and Eagle Scout. The earlier in your Scouting career you earn these badges—even while you're only a Second Class Scout—the more certain you are of reaching Eagle.

And all along the way, you have to demonstrate your Scout teamwork, Scout spirit, and leadership ability.

MERIT BADGES

Your advancement through Second and First Class ranks was a natural outgrowth of your patrol and troop experiences. In merit badge advancement you are on your own.

Why do we have merit badges in Scouting? For two main reasons: to encourage you to increase your skill in things you like to do and to give you a chance to try out new activities that may result in new interests.

Do you want to become an expert camper? The Camping and other outdoor merit badges will help you. Do you like swimming? The Swimming and Lifesaving merit badges may start you on the way to being a champion. If you live in the country, the projects in the farming merit badges will aid you in becoming a first-rate farmer. Collecting rocks and minerals on a patrol hike for the Geology merit badge may start you on a hobby that will continue all your life. If you like to make things, the merit badges in Electricity, Machinery, and Sculpture may open up fields that are brand-new to you.

Many men who were once Scouts feel that their entire lives were influenced by their merit badge work. Dr. Paul Siple, who as a Scout went with Admiral Richard E. Byrd on his expedition to the South Pole, first became interested in science through his merit badges. He is now one of the nation's leading scientific explorers and was himself the leader of an expedition to the South Pole. Hundreds of doctors, engineers, forest rangers, and naturalists had their ambitions kindled while earning merit badges as Scouts. You, too, may start on your lifework by working on a merit badge.

Look over the list of merit badge subjects on page 359 and the description of the merit badge groups on pages 370-77. In these groups related merit badges are placed together to suggest to you how you can go exploring in a broad interest field.

Decide on the badges you would like to earn. Then secure a copy of the pamphlet *Boy Scout Requirements*. This contains the up-to-date requirements for all merit badges. Your patrol probably has one of these pamphlets in the patrol library, or the troop in the troop library. If not, you can get it at your council office, or from the Scout distributor.

Preparing for Merit Badges. When you have made up your mind that you want to earn a certain merit badge, speak to your Scoutmaster about it and get his advice. He will give you a merit badge application signed by himself and put you in touch with the merit badge counselor on the subject you have chosen.

Merit badge counselors are among the finest men of the community. They are men who are successful in their respective fields and interests. They are men who believe in Scouting enough to give valuable time to help Scouts advance.

You make an appointment with the merit badge counselor and go to see him. You talk over the subject with him. He will tell you what is required of you and how and where you can get the information you need. He may suggest several books and he will certainly expect you to secure and study the merit badge pamphlet on your subject. A pamphlet covering each merit badge is published by the Boy Scouts of America. All these pamphlets are available at 35 cents each through your council office and local Scout distributor. Your public library may have the whole set.

After this first interview with your merit badge counselor, you go to work doing the things the requirements call for.

Study the merit badge pamphlet that covers your subject.

MERIT BADGE GROUPS

1. Animal Husbandry
- Animal Industry*
- Beekeeping*
- Beef Production*
- Dairying*
- Dog Care
- First Aid to Animals*
- Hog Production*
- Pets
- Pigeon Raising*
- Poultry Keeping*
- Rabbit Raising*
- Sheep Farming*

2. Aquatics
- Canoeing
- Lifesaving
- Rowing
- Swimming

3. Arts
- Architecture
- Art
- Dramatics
- Indian Lore
- Mechanical Drawing
- Music
- Photography
- Pottery
- Sculpture
- Woodcarving

4. Building
- Electricity
- Farm Arrangement*
- Farm Mechanics*
- Home Repairs
- Machinery
- Masonry
- Metalwork
- Painting
- Plumbing
- Woodwork

5. Campcraft
- Camping
- Cooking
- Pioneering
- Surveying

6. Citizenship
- Citizenship in the Home
- Citizenship in the Community
- Citizenship in the Nation
- World Brotherhood

7. Communication
- Bugling
- Journalism
- Printing
- Radio
- Signaling

8. Conservation
- Forestry*
- Soil and Water Conservation*
- Wildlife Management*

9. Crafts and Collections
- Basketry
- Bookbinding
- Coin Collecting
- Leatherwork
- Stamp Collecting
- Textiles

10. Nature
- Astronomy
- Bird Study
- Botany
- Chemistry
- Geology
- Insect Life
- Nature
- Reptile Study
- Weather
- Zoology

11. Outdoor Sports
- Archery
- Athletics
- Cycling
- Fishing
- Hiking
- Horsemanship*
- Marksmanship
- Skiing

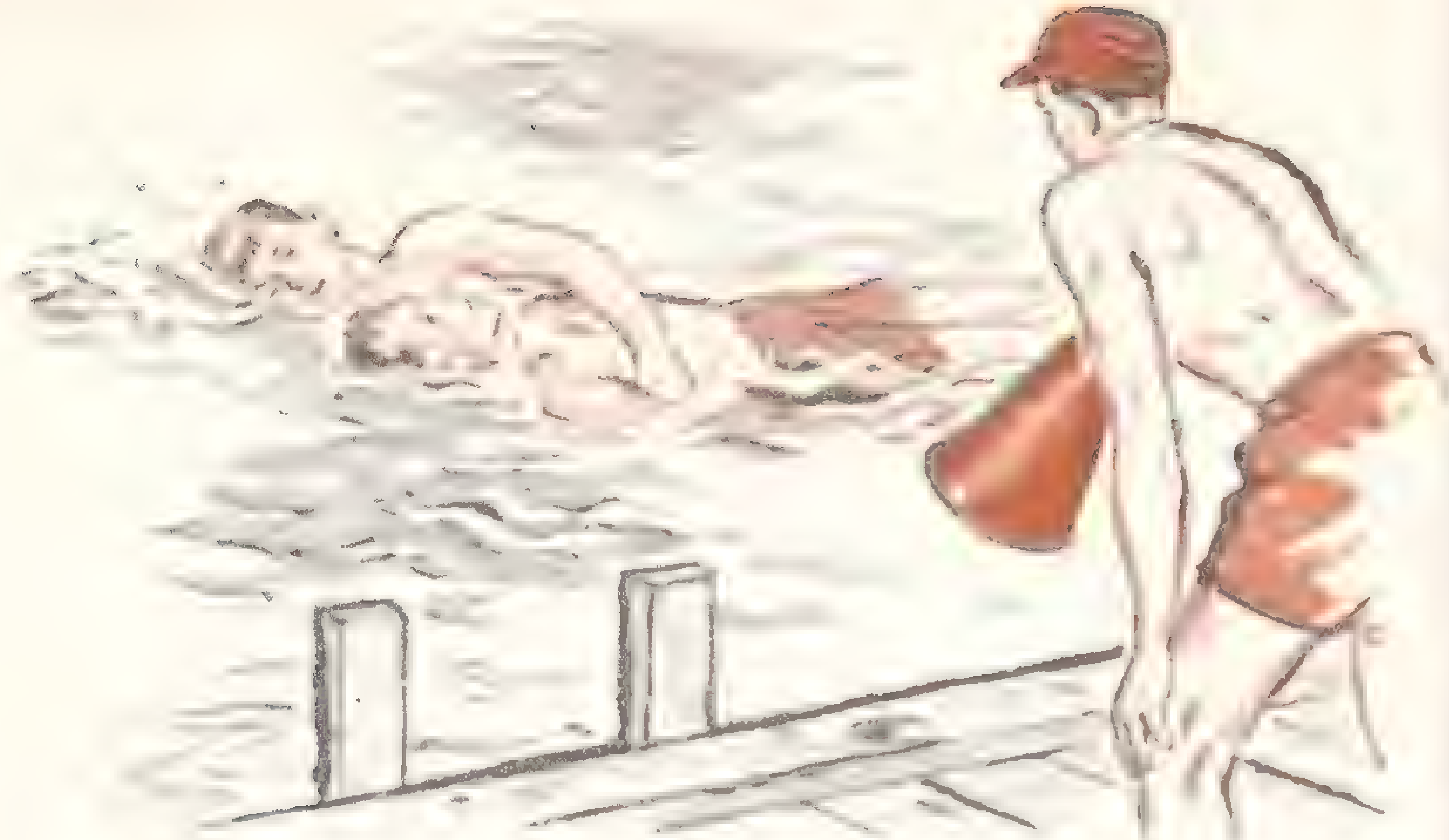
12. Personal Development
- Business
- Farm Records*
- Personal Fitness
- Public Speaking
- Reading
- Salesmanship
- Scholarship

13. Plant Cultivation
- Agriculture*
- Corn Farming*
- Cotton Farming*
- Forage Crops*
- Fruit and Nut Growing*
- Gardening*
- Landscaping*
- Small Grains*

14. Public Service
- Fingerprinting
- Firemanship
- First Aid
- Public Health
- Safety

15. Transportation
- Automobiling
- Aviation
- Railroading
- Seamanship

Merit badges may be earned by Second and First Class, but not by Tenderfoot Scouts. Badges marked (*) may be earned by completing 4-H Club or FFA project.



The merit badge counselor examines you in your subject.

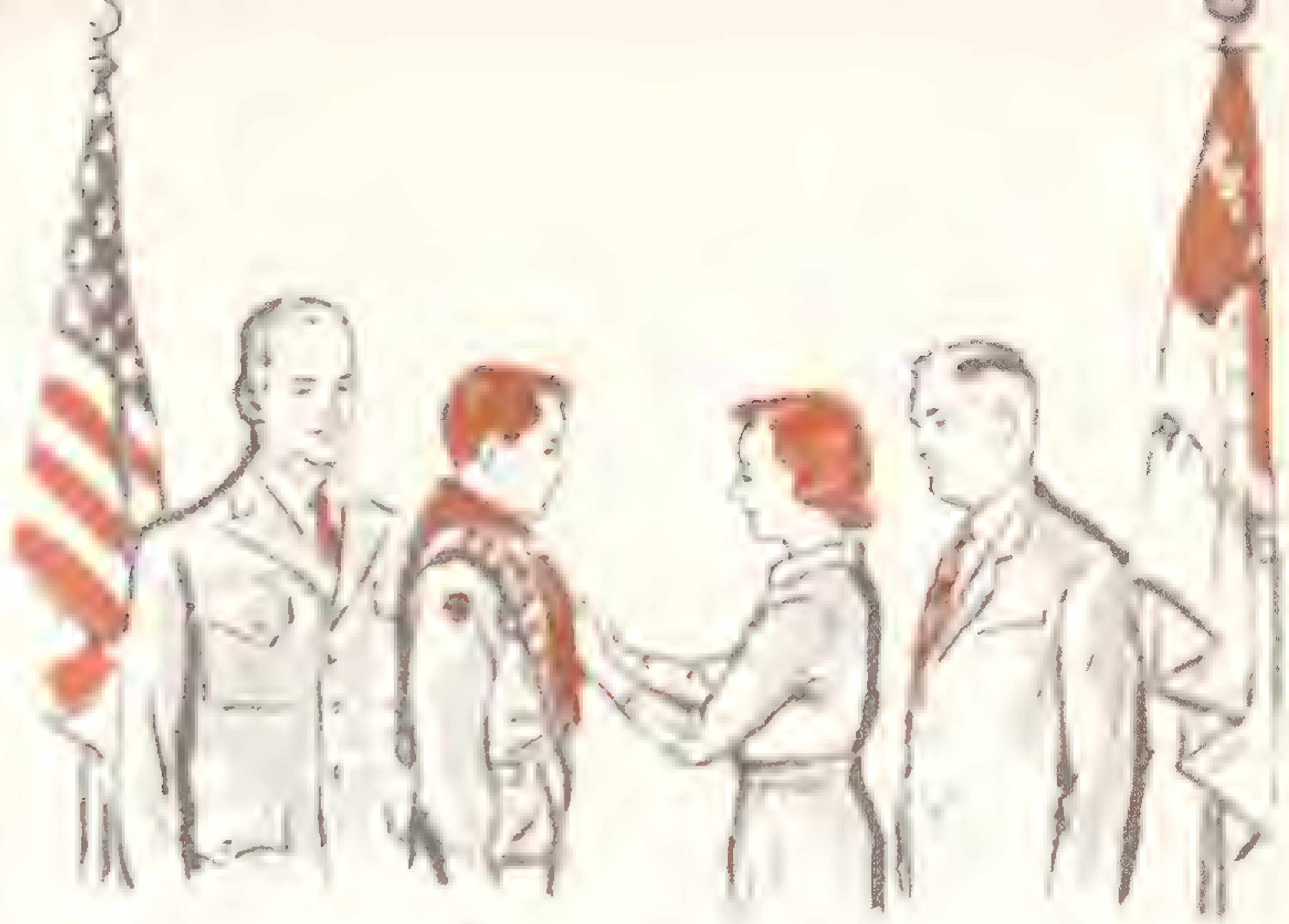
Meeting the Merit Badge Requirements. When you have trained yourself in the skills and have prepared the things your chosen merit badge requires and feel yourself ready, you get in touch with the merit badge counselor again. This time take with you all the materials, statements, articles required, as well as the application properly filled out.

Most of the merit badges contain requirements for demonstrating your ability to perform certain tasks, ranging from pitching a tent for the Camping merit badge to swimming 150 yards for the Swimming merit badge. Your merit badge counselor may want you to demonstrate these skills before him, or he may have made arrangements for you to have them certified by others.

When you have met all the requirements to the merit badge counselor's satisfaction, he signs your application to show that you are entitled to the award—that you have actually merited the merit badge.

Receiving the Merit Badge. As soon as the merit badge counselor has approved the application, you turn the blank over to your Scoutmaster. He registers your accomplishment with the local council office and secures the embroidered merit badge.

Shortly afterward, at a troop meeting or at a special event where your parents may be present, your Scoutmaster presents the merit badge to you. There will be pride in his voice when he gives you the badge you have earned—and there will be pride in your heart as you receive it from your leader's hand.



You'll receive your merit badge at your troop's court of honor.

You have reached an important goal—and having reached it, you immediately set yourself another. There are many future goals ahead of you, many skills to be mastered—many badges to be earned before the Eagle Scout badge is pinned on your uniform.

STAR, LIFE, AND EAGLE SCOUT ADVANCEMENT

One of your big incentives for merit badge advancement is that earning certain merit badges makes you eligible for advancement to Star and Life Scout and, eventually, to the rank a Scout desires most—Eagle Scout.

But those ranks are not gained through merit badges alone. As in all other Scout advancement, the skills you learn are only part of the picture. Merit badges in SCOUTCRAFT and other interests count for only one third of the requirements. The other two thirds are your SCOUT TEAMWORK and your SCOUT SPIRIT.

What to Do to Reach Higher Ranks. The most important thing you have to do to reach the higher ranks in Scouting is to make up your mind to do it. It is always easy to drift along with the crowd and say to yourself "I'll get ahead—one of these days." But that is not the way to make the most out of your life—and certainly not the way to advance in Scouting.

There is no easy road to Star, Life, and Eagle. The higher the rank the tougher the going, the firmer the self-discipline you have to exercise. It takes time and effort and sacrifice to reach the top. But when you get there—boy! what a view of the opportunities that lie ahead of you in life!

SCOUT TEAMWORK—To become a First Class Scout you were expected to show FIRST CLASS teamwork. Your teamwork for the higher ranks should be even better. For Star, you are expected not only to work in all the activities of your patrol and troop, but also to be dependable in special obligations you may undertake. For Life, you must show willingness to accept responsibilities and faithfulness in carrying them out. For Eagle, you are required to take active leadership within your unit and prove yourself a leader.

Similarly, your appreciation of your citizenship responsibilities increases as you set about meeting the requirements for merit badges in the citizenship group.

SCOUTCRAFT and LIFE INTERESTS—As a First Class Scout you are well on your way toward becoming a good camper and outdoorsman. The smartest way to earn the five merit badges for Star is therefore to try for a couple of badges related to the outdoors, and to add to those a couple in your hobbies or interests and the required badge from the citizenship or public service groups. When you set out to earn the ten badges required for Life, the merit badge groups become important to your advancement. The requirements for Life call for seven badges which you may choose from eleven of the merit badge groups—but give you no choice about the First Aid merit badge. That's a badge that every Scout needs in order to consider himself truly prepared. The three remaining badges may be in any subjects you like.

For Eagle, twenty-one merit badges are required. Their selection is even more clearly defined than for Life: ten specific badges in outdoor, fitness, and service fields—Camping, Cooking, Swimming, Lifesaving, Nature, Personal Fitness, Public Health, Safety, Firemanship, First Aid—and eleven of your own choice, six of them from eight specified groups.

STAR SCOUT

REQUIREMENTS

To become a STAR SCOUT you must be a First Class Scout and—

SCOUT TEAMWORK

1. While a First Class Scout for a period of at least three months show to the satisfaction of your leaders that you—
   Are active in meetings, outdoor activities, and service projects of your unit and dependable in your unit obligations.
2. Have earned one merit badge from CITIZENSHIP or PUBLIC SERVICE groups.

SCOUTCRAFT and LIFE INTERESTS

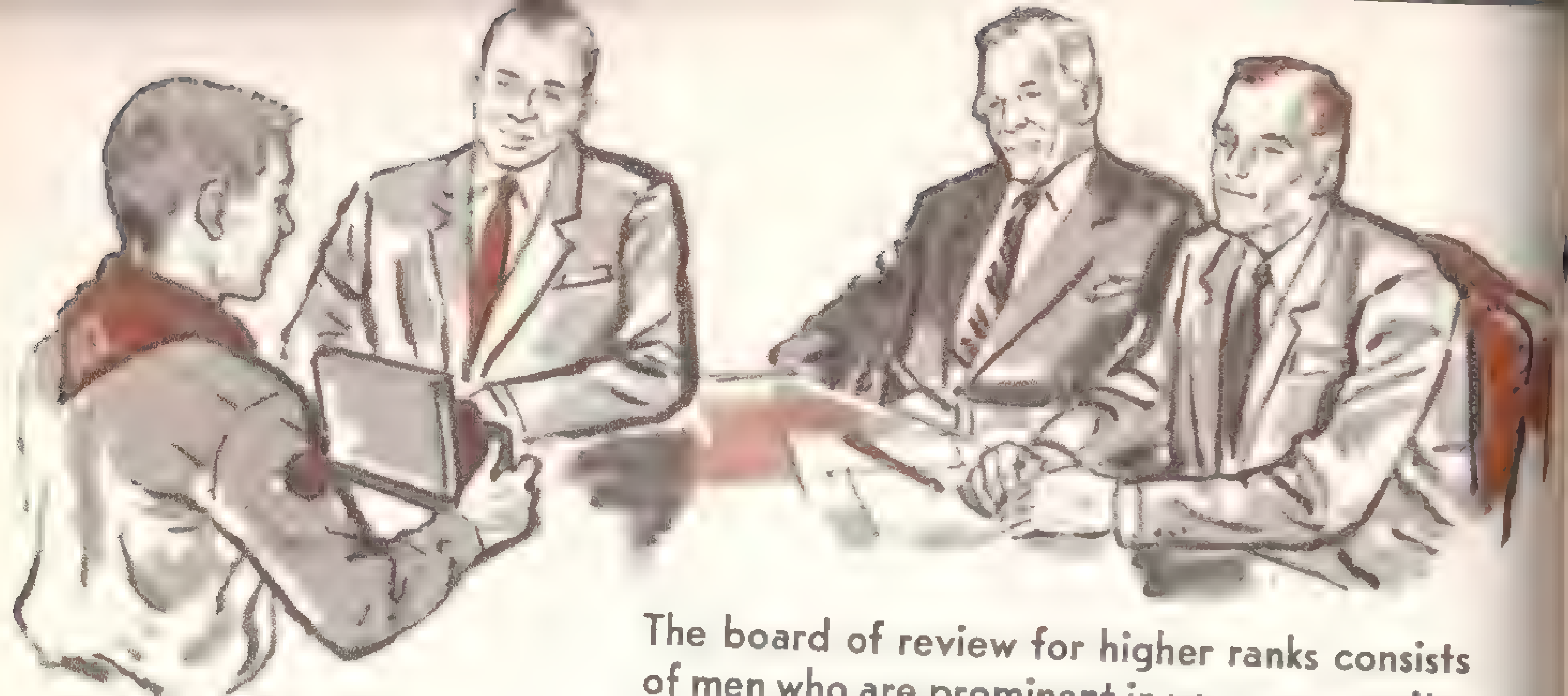
1. Have earned one merit badge from any of the following groups: CAMPCRAFT, AQUATICS, OUTDOOR SPORTS, CONSERVATION, or the Nature merit badge.
2. Have earned any three additional merit badges (making a total of five for this rank).

SCOUT SPIRIT

While a First Class Scout show to the satisfaction of your leaders that you—

1. Do your best, in your everyday life, to live up to the Scout Oath or Promise, the Scout Law, the Scout motto, and the Scout slogan.
2. Do your best to help in your home, school, church or synagogue, and community.
3. Take care of things that belong to you and respect the property of others.
4. Understand how to use wisely and conserve our natural resources (soil, water, forests, grasslands, wildlife) and have taken part in a conservation project.

Where a physician certifies that the Scout's physical condition for an indeterminable time prevents him from meeting certain of these requirements, other tests may be substituted. In such case, use Application for Substitution for Star or Life Rank Requirements, No. 6199.



The board of review for higher ranks consists of men who are prominent in your community.

SCOUT SPIRIT—Your standing as a Scout does not depend so much on the skills of your hands or the badges on your merit badge sash, as on the spirit in your heart—on what you are willing to do for others, on whether you are doing your very best to live the Scout Oath and Law.

Your Scout leaders will know to what extent you live the Oath and Law in your patrol and troop. But that is not enough. Before they are satisfied, they will ask other people to tell them frankly whether they consider you a worthy Scout. Your attitude in your home shows your parents what Scouting has meant to you. Your teachers judge from your actions in school. Your religious leader estimates the influence Scouting has had on you. By weighing all the evidence your leaders will know what kind of Scout you are.

The way you help at home, in school, church, and community should be more and more effective the higher you climb in Scouting, your habits of taking care of your own things and of respecting the property of others firmer and firmer established.

You look ever wider in searching for opportunities to protect our country's natural resources. Your understanding of the importance of conservation deepens. You help in a conservation project to become a Star Scout, you undertake one of your own for Life, you earn a conservation merit badge for Eagle.

The Board of Review for Higher Ranks. When you have completed the required number of merit badges, have served satisfactorily the necessary length of time, and have proved your Scout spirit, your Scoutmaster makes out an application for the rank

LIFE SCOUT

REQUIREMENTS

To become a LIFE SCOUT you must be a Star Scout and—

SCOUT TEAMWORK

1. While a Star Scout for a period of at least three months show to the satisfaction of your leaders that you—
   Accept and carry out responsibilities in meetings, outdoor activities, and service projects of your unit.
2. Have earned the First Aid merit badge.
3. Have earned two merit badges from CITIZENSHIP group.

SCOUTCRAFT and LIFE INTERESTS

1. Have earned the following merit badges:
   One from CAMPCRAFT group.
   One from OUTDOOR SPORTS or AQUATICS group.
   Nature merit badge or one from CONSERVATION group.
   One from PERSONAL DEVELOPMENT group.
   One from any of the following groups: ANIMAL HUSBANDRY, PLANT CULTIVATION, COMMUNICATION, TRANSPORTATION, BUILDING.
2. Have earned any two other merit badges (making a total of ten for this rank).

SCOUT SPIRIT

While a Star Scout show to the satisfaction of your leaders that you—

1. Do your best, in your everyday life, to live up to the Scout Oath or Promise, the Scout Law, the Scout motto, and the Scout slogan.
2. Do your best to help in your home, school, church or synagogue, and community.
3. Take care of things that belong to you and respect the property of others.
4. Have completed a conservation project approved in advance by your unit leader.

Where a physician certifies that the Scout's physical condition for an indeterminable time prevents him from meeting certain of these requirements, other tests may be substituted. In such case, use Application for Substitution for Star or Life Rank Requirement, No. 6199.

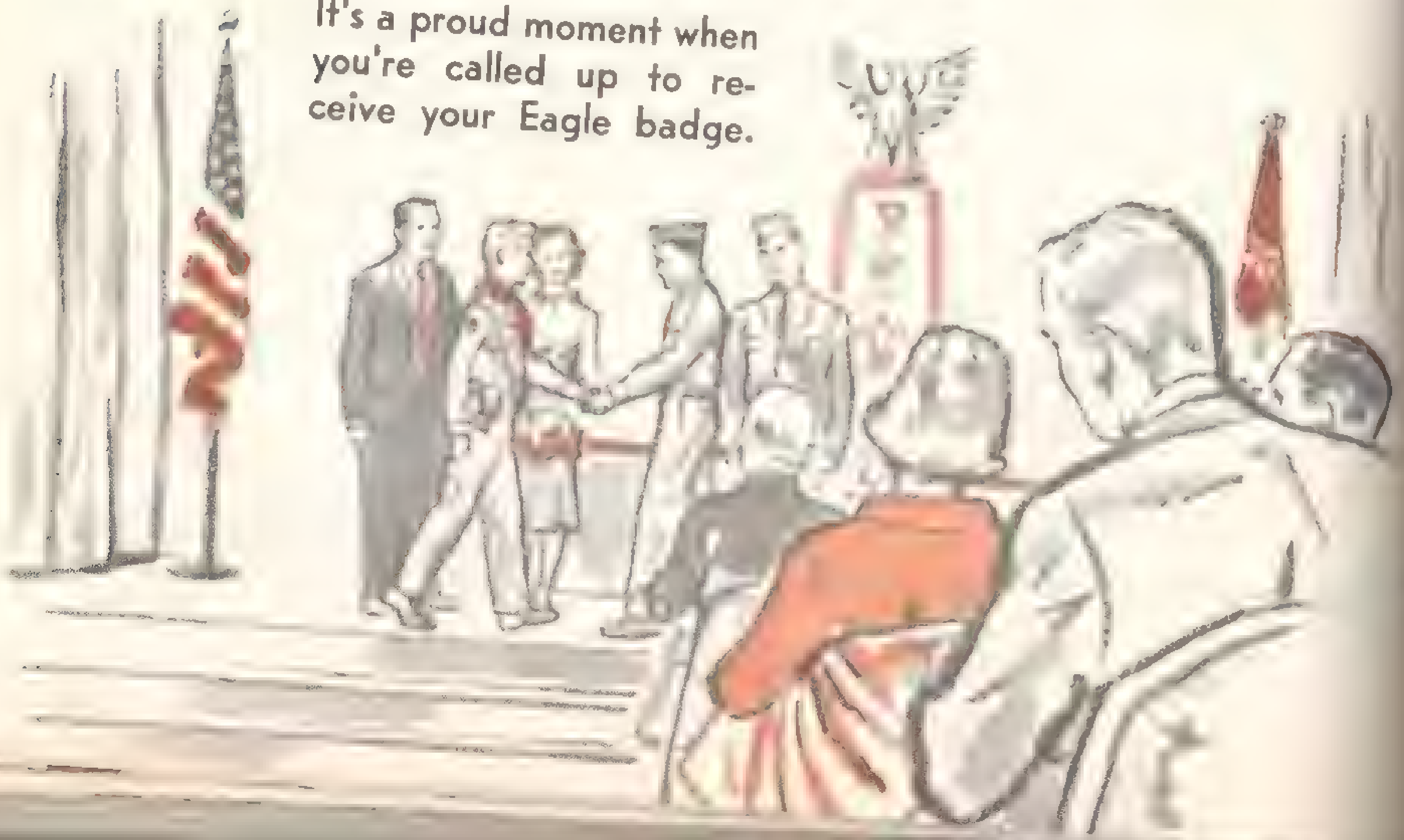
you are seeking, signs it, and arranges for you to appear before a board of review. For Star and Life, this board may be in your troop. For Eagle, it may be a troop, district or council board.

The members of the board of review are men in your community who are interested in Scouting—and specifically interested in helping you and other boys like yourself have the best possible Scout experience. They are your friends. They will not re-examine you in Scoutcraft requirements, but will question you on what you have accomplished. They will ask you about your service in the troop and to the community. They will want to know how well you live up to the Scout Oath and Law, slogan and motto.

If they are satisfied that you have met all the requirements, they will approve your application and send it to your local council office. Your service record for your next rank begins on the date the board of review approves your application.

Court of Honor for Higher Ranks. Your Star and Life badges may be awarded at some important occasion within your troop. Your Eagle badge may be presented at a troop or a public court of honor ceremony. In some local councils, new Eagles are recognized at special ceremonies.

It is a proud moment for you—but it is an equally proud occasion for your Scoutmaster, your parents, and your friends. All of them have had a share in helping you reach your goal—through their interest and guidance and active help. They deserve your gratitude and your thanks.


It's a proud moment when you're called up to receive your Eagle badge.

EAGLE SCOUT REQUIREMENTS

To become an EAGLE SCOUT you must be a Life Scout and—

SCOUT TEAMWORK

1. While a Life Scout for a period of at least six months show to the satisfaction of your leaders that you—
   Work actively as a leader in meetings, outdoor activities, and service projects of your unit.
2. Have earned one merit badge from CONSERVATION group.
3. Have earned three merit badges from CITIZENSHIP group.

SCOUTCRAFT and LIFE INTERESTS

1. Have earned the following merit badges:
   Camping, Swimming, Nature, Public Health, Firemanship, Cooking, Lifesaving, Personal Fitness, Safety, First Aid.
   One from OUTDOOR SPORTS group.
   One from any of the following groups: ANIMAL HUSBANDRY, PLANT CULTIVATION, COMMUNICATION, TRANSPORTATION, BUILDING.
2. Have earned any five other merit badges (making a total of twenty-one for this rank).

SCOUT SPIRIT

While a Life Scout show to the satisfaction of your leaders that you—

1. Do your best, in your everyday life, to live up to the Scout Oath or Promise, the Scout Law, the Scout motto, and the Scout slogan.
2. Do your best to help in your home, school, church or synagogue, and community.
3. Take care of things that belong to you and respect the property of others.

An Eagle Scout is expected to be physically fit, able to take care of himself under all conditions, and prepared to save the life of others, if necessary. For these reasons a boy, to become an Eagle Scout, must meet all requirements above without exception.

OTHER SCOUT AWARDS

Eagle Palms. An Eagle Scout who earns five additional merit badges may be awarded a Bronze Palm; ten, a Gold Palm; fifteen, a Silver Palm; twenty or more, such combinations of Bronze, Gold, and Silver palms as he may elect. No award of palms may be made for more than five merit badges at any one time. The first palm may not be awarded until after the Scout has served satisfactorily at least six months as an Eagle Scout, and subsequent awards may be made only after not less than six months' service following the previous award.

Religious Award. To earn this award, you must be a First Class Scout, give one year of service and learn your specific duties from your own minister, priest, rabbi, ward bishop, or spiritual adviser. The way to earn the award of your faith is described on pages 382-83.

Hornaday Award. If you are interested in working for the conservation of our country's natural resources you may set your sight for the William T. Hornaday Award for distinguished service in conservation. The award is named for the first director of the New York Zoological Society—one of the staunchest pioneers in conservation in our nation's history. Suggestions for earning this award are found on the special Application for a William T. Hornaday Award available from your local council office.

Emergency Service. As a Scout you want to be prepared to be of service to others. By meeting the qualifications for emergency service you will be trained to act in accident or disaster. The requirements for emergency service are found in the pamphlet *Boy Scout Requirements.*

Scout Lifeguard. Do you like aquatics to such an extent that you have already earned the Swimming and Lifesaving merit badges? If this is the case, you may want to improve your skill further and be of service to others by becoming a Scout Lifeguard. The requirements for this award are found in the pamphlet *Boy Scout Requirements.*

Order of the Arrow. The honor of becoming a member of the Order of the Arrow is one that you cannot set out deliberately to earn on your own. This honor is bestowed on a Scout by his fellow campers when he has proved himself worthy of receiving it by being an outstanding Scout and a good and unselfish camper.

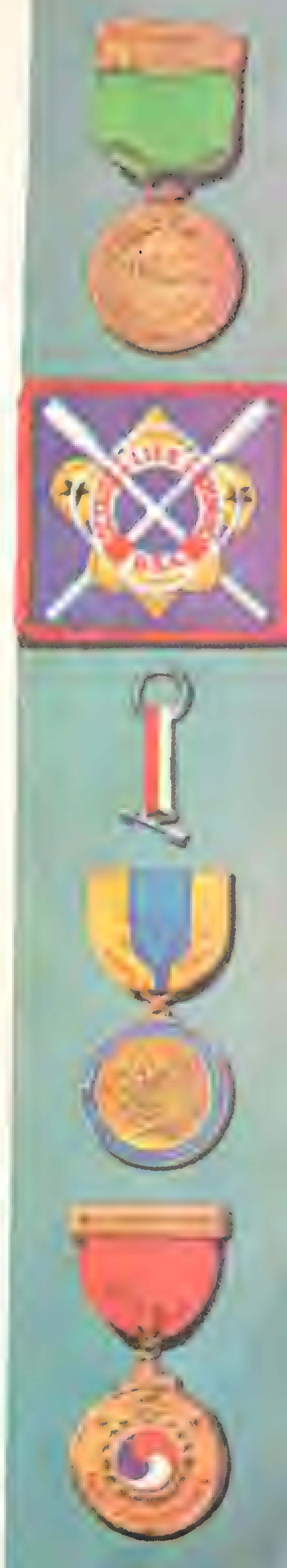
The Order of the Arrow national brotherhood of Scout campers was founded in 1915 at the Treasure Island camp of the Philadelphia, Pennsylvania, Boy Scout council. Its purpose is to recognize those campers who best exemplify the Scout Oath and Law in their daily lives, to develop and maintain camping traditions and spirit, to promote Scout camping, and to crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service.

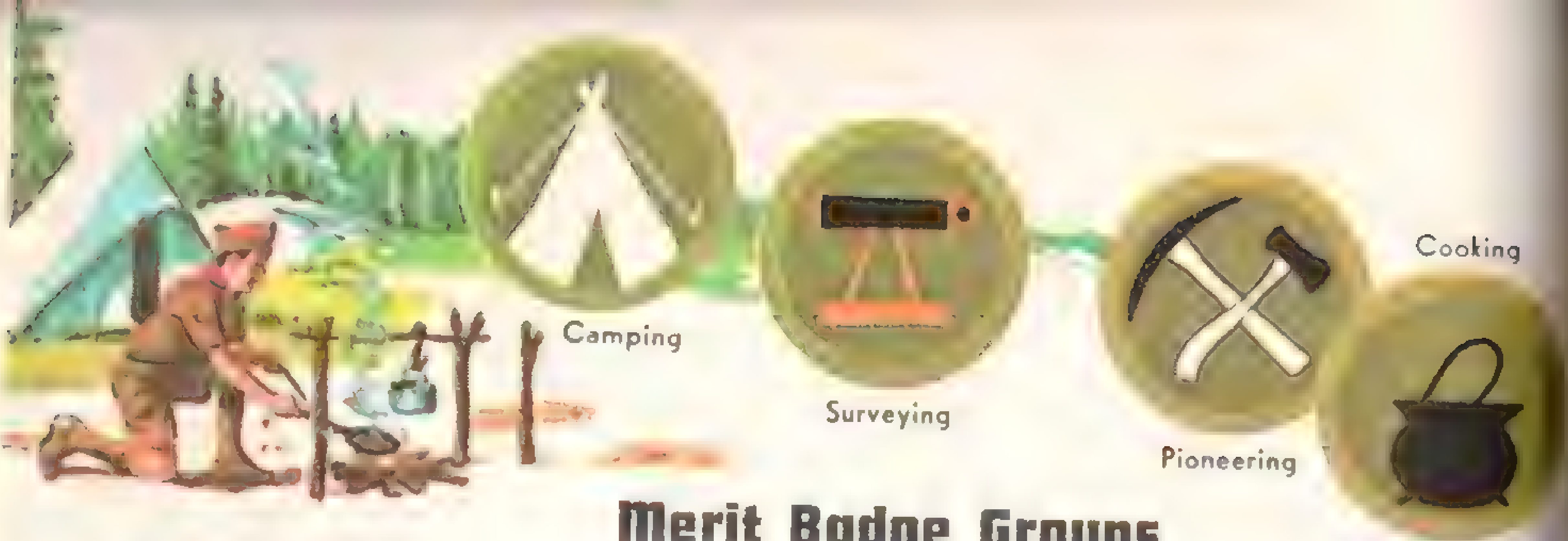
Awards by the National Court of Honor

The National Court of Honor makes awards for unusual Scoutlike action and for saving life.

Medal of Merit and Certificate of Merit. A Medal of Merit is awarded by the National Court of Honor to Scouts who perform some outstanding act of service, putting into practice Scout skills and ideals, not necessarily involving risk of life. A Certificate of Merit may also be awarded for meritorious action.

Honor Medal and Certificate for Heroism. The highest special award in Scouting is the gold Honor Medal for saving life. This is awarded by the National Court of Honor to Scouts who save life or attempt to save life at the risk of their own and show heroism, resourcefulness, and skill. The Honor Medal is awarded with crossed palms in exceptional cases. A Certificate for Heroism may be awarded for saving life where less risk is involved.

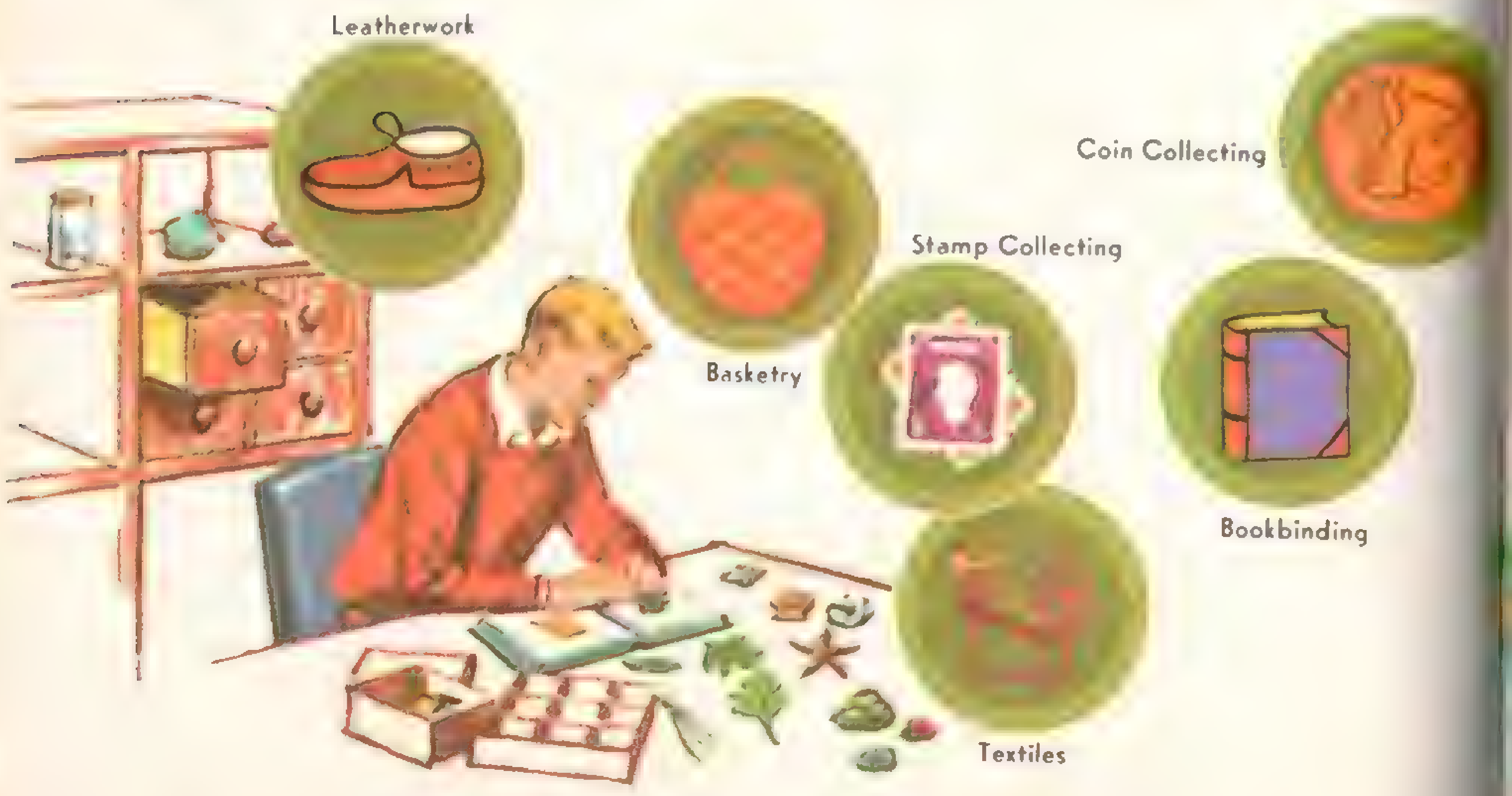


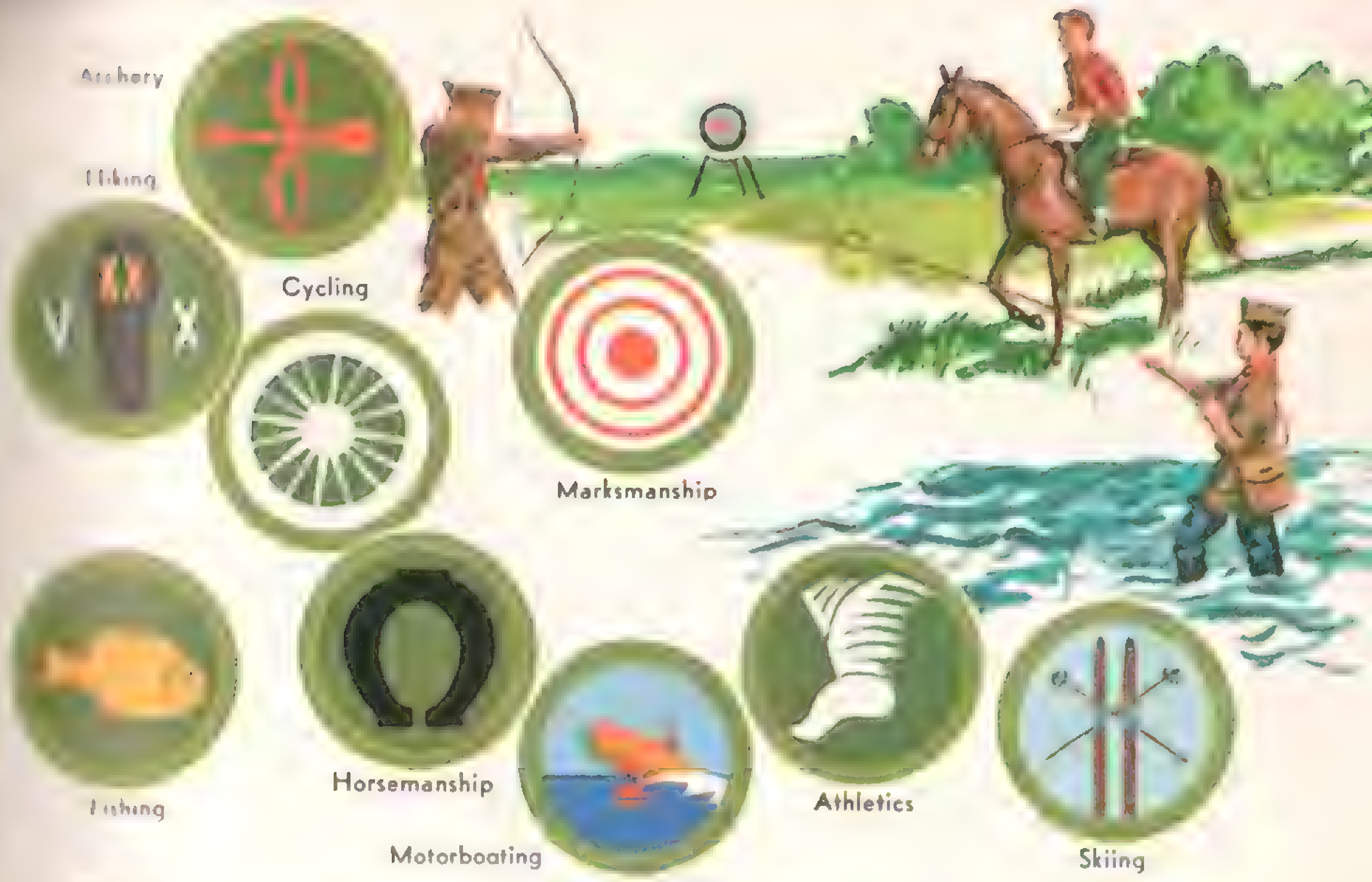

Camping
Surveying
Pioneering
Cooking

Merit Badge Groups

Campcraft. In this group you will find the most Scouty merit badges. You have already had a taste of the subjects working for your First Class badge—now you can get deeper into them and earn the related merit badges. Camping and Cooking go together like ham and eggs—when you have mastered the requirements for these merit badges, you can make yourself at home anywhere in the open. Both of these merit badges are required for Eagle Scout rank.

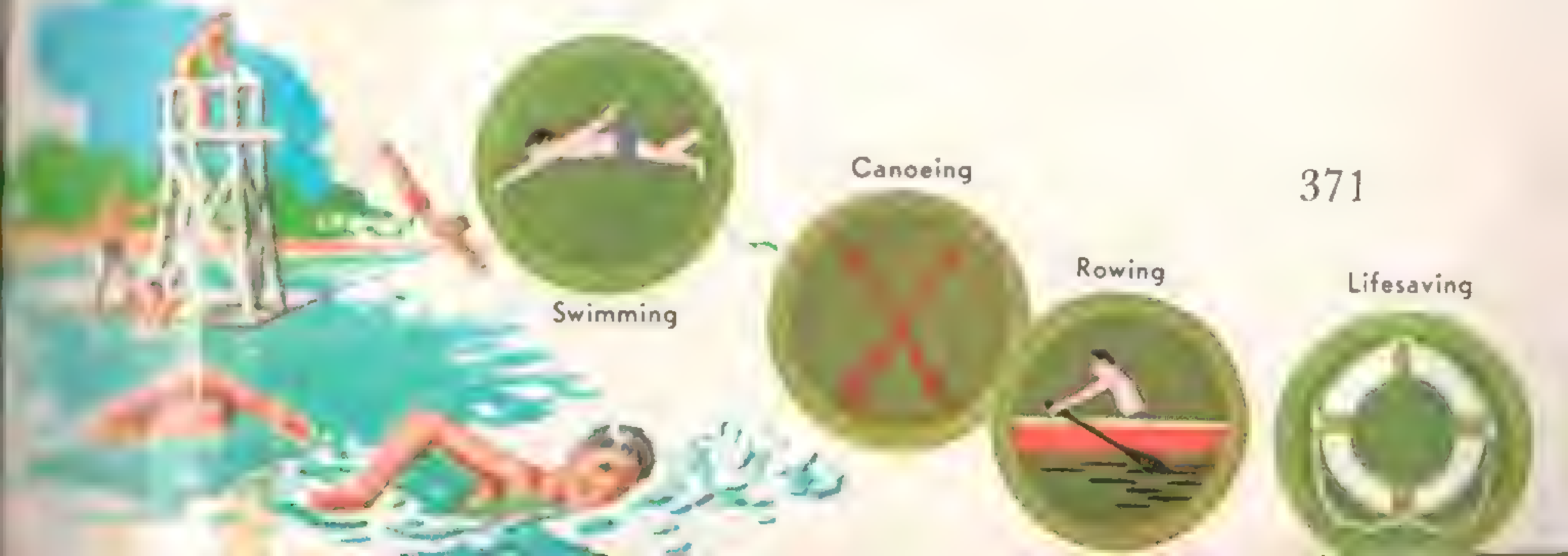
Crafts and Collections. Do you like to make or collect things? In this group you will find several merit badges that should give you a further interest in pursuing your hobby. One of the craft merit badges may result in gaining a skill that will enable you to earn a little money. One of the collecting merit badges may lay the foundation for a collection which you will want to continue for years to come.

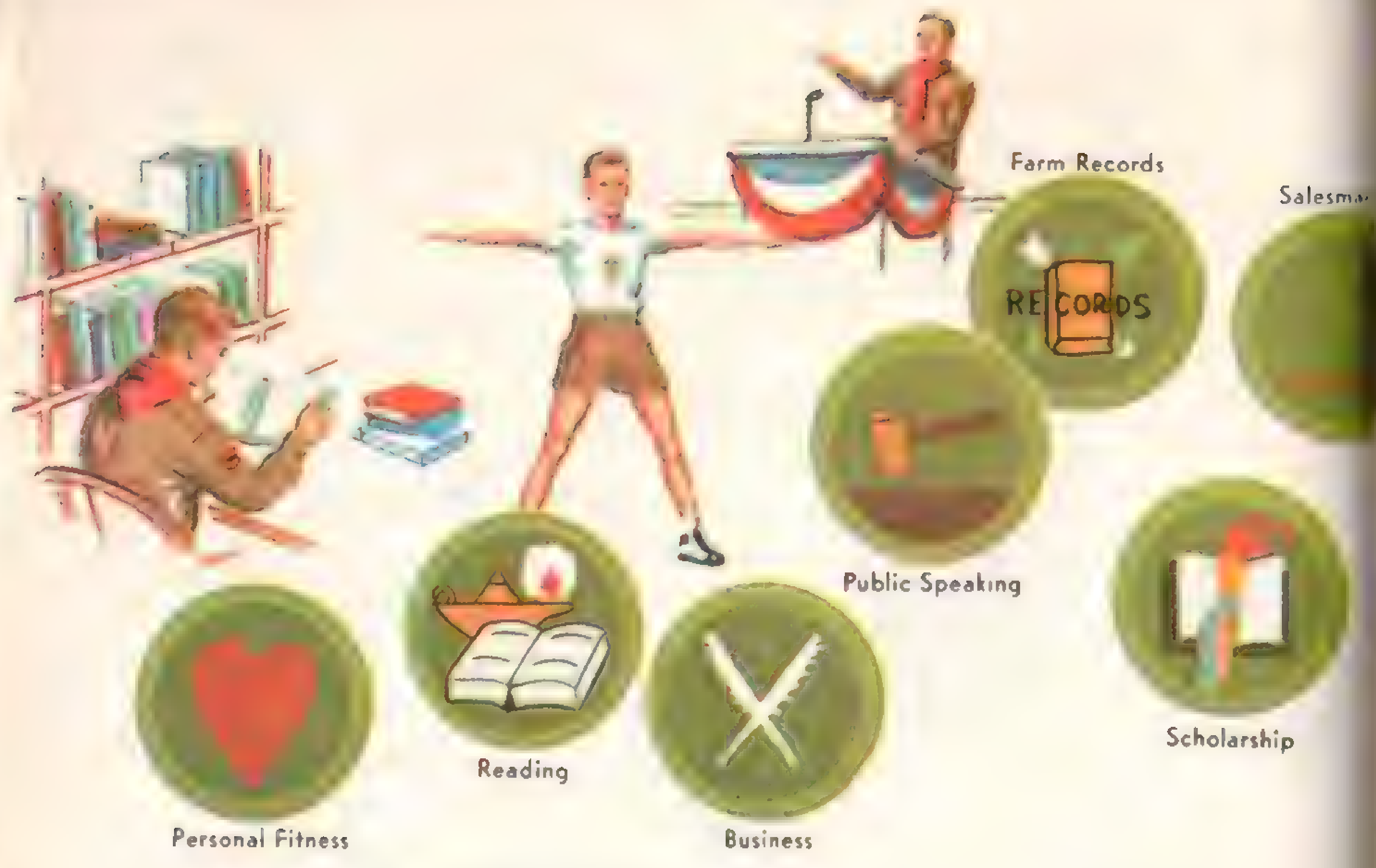

Leatherwork
Coin Collecting
Stamp Collecting
Basketry
Bookbinding
Textiles


Archery
Hiking
Cycling
Marksmanship
Fishing
Horsemanship
Motorboating
Athletics
Skiing

Outdoor Sports. Are you the vigorous outdoor type—or would you like to be? Then you'll find the merit badges in this group to your liking. Here are sports you can pursue year round—from fishing in the spring to skiing in the winter. Some of these merit badges—Archery and Marksmanship, for instance—you may have a chance to earn in summer camp. Hiking may be the outcome of a patrol activity. Horsemanship may be earned by completing 4-H Club or FFA projects in the subject.

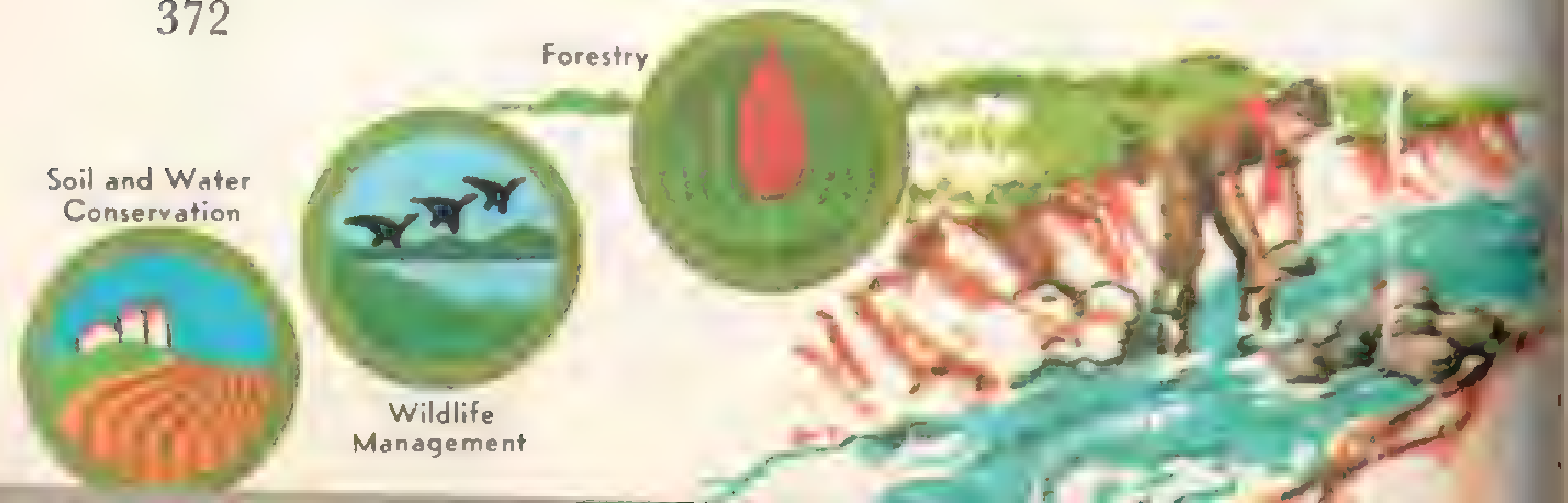
Aquatics. "Every Scout a swimmer"—that's one of the physical fitness goals of the Boy Scouts of America. Swimming and lifesaving are practiced in every Boy Scout summer camp. Many of these camps also have the facilities and equipment for rowing and canoeing. Therefore, the simplest way to earn these merit badges is to get to summer camp and spend as much time as possible in the water. Swimming and Lifesaving merit badges are required for Eagle Scout rank.

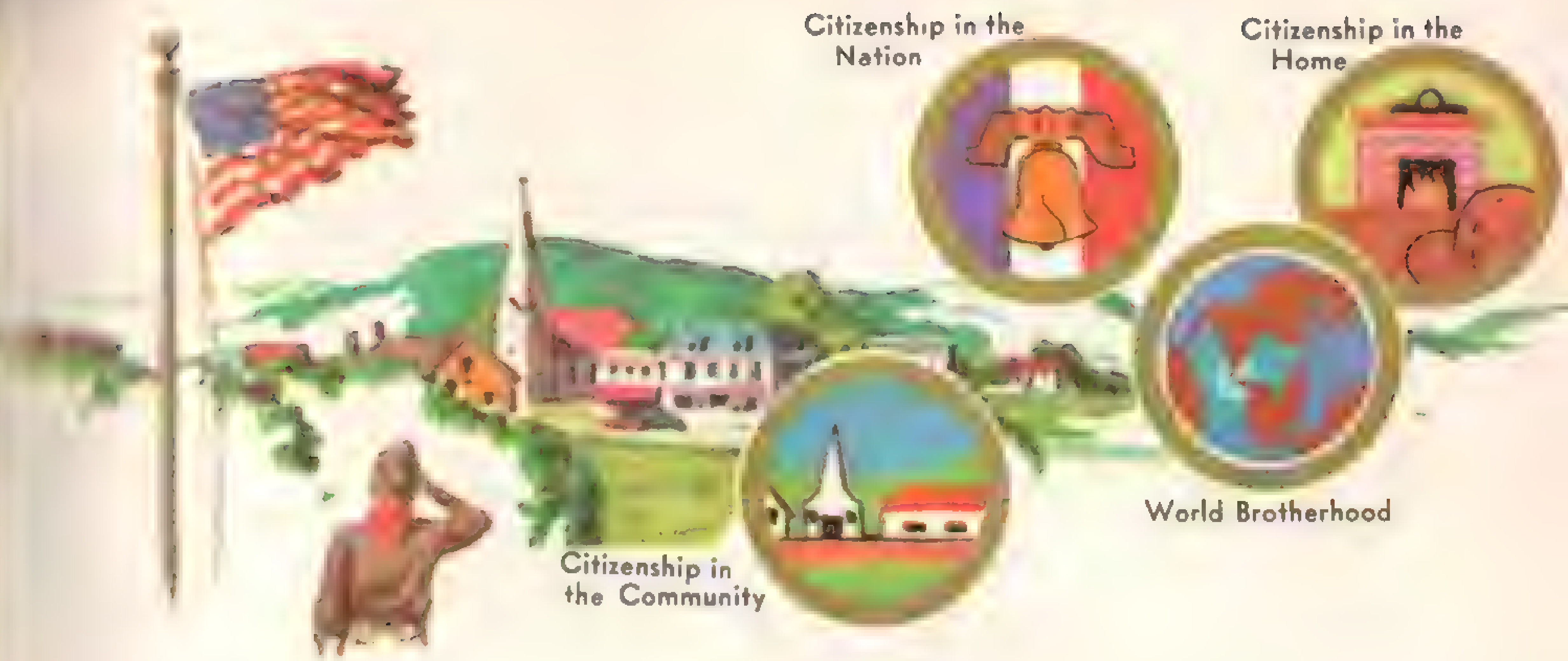

Swimming
Canoeing
Rowing
Lifesaving


Farm Records
RECORDS
Salesma
Public Speaking
Scholarship
Reading
Personal Fitness
Business

Personal Development. In this group are included merit badges that will help you in your efforts to be physically strong and mentally awake. The Personal Fitness badge is required for Eagle—it lays a firm foundation for personal health that may benefit you for the rest of your life. Some of the other badges in this group may start you on your lifework. The Farm Records and Bookkeeping badge may be earned by completing 4-H Club or FFA projects in the subject.

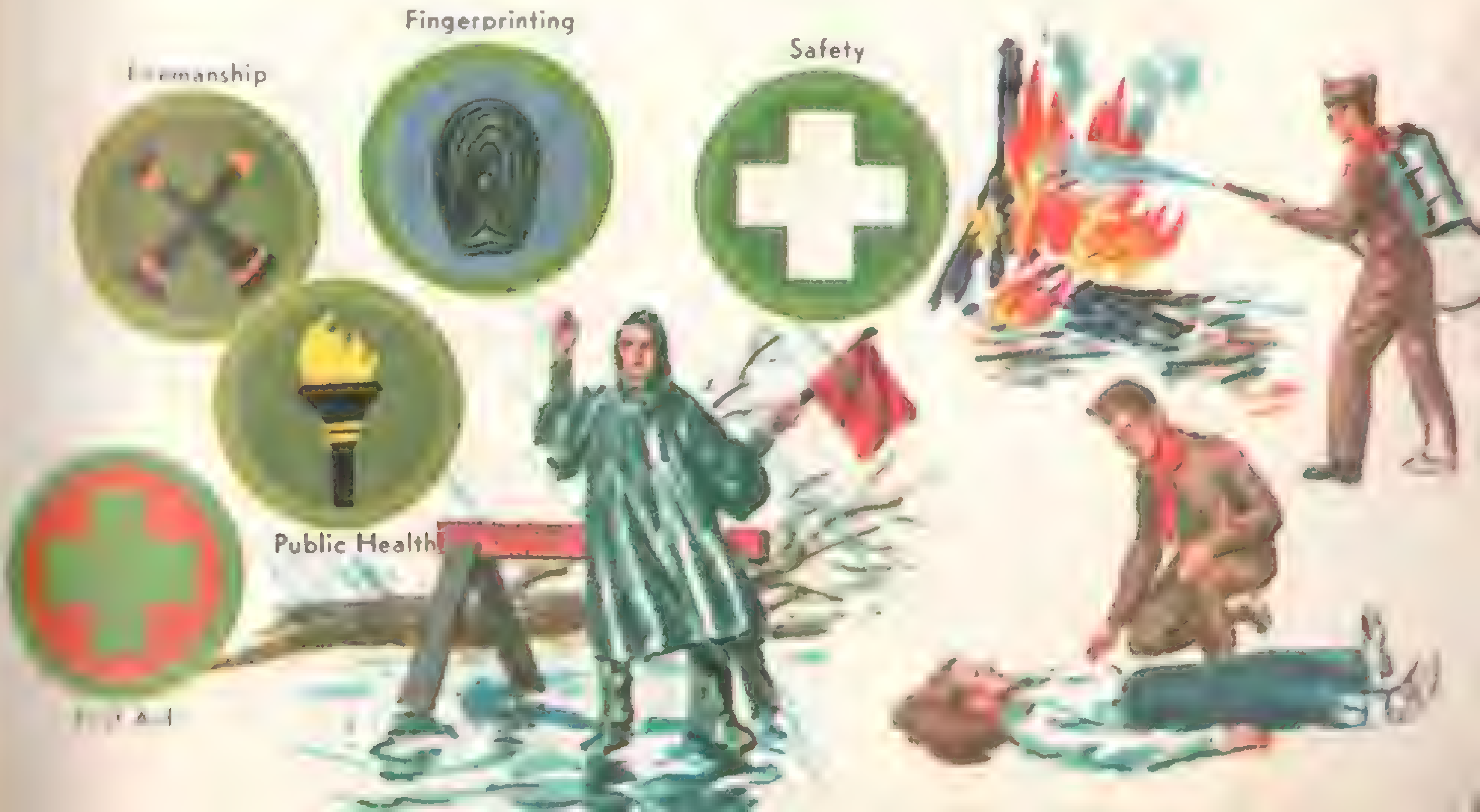
Conservation. There is an ever-growing awareness in our country of the importance of conserving and using properly our natural resources—our soil and waters, our forests and grasslands, our wildlife, our mineral wealth. Working on one of the subjects of the conservation group, you are not only earning a merit badge, you are also doing an important job for our country's welfare. You may also earn these merit badges by completing 4-H Club or FFA projects in the subjects.

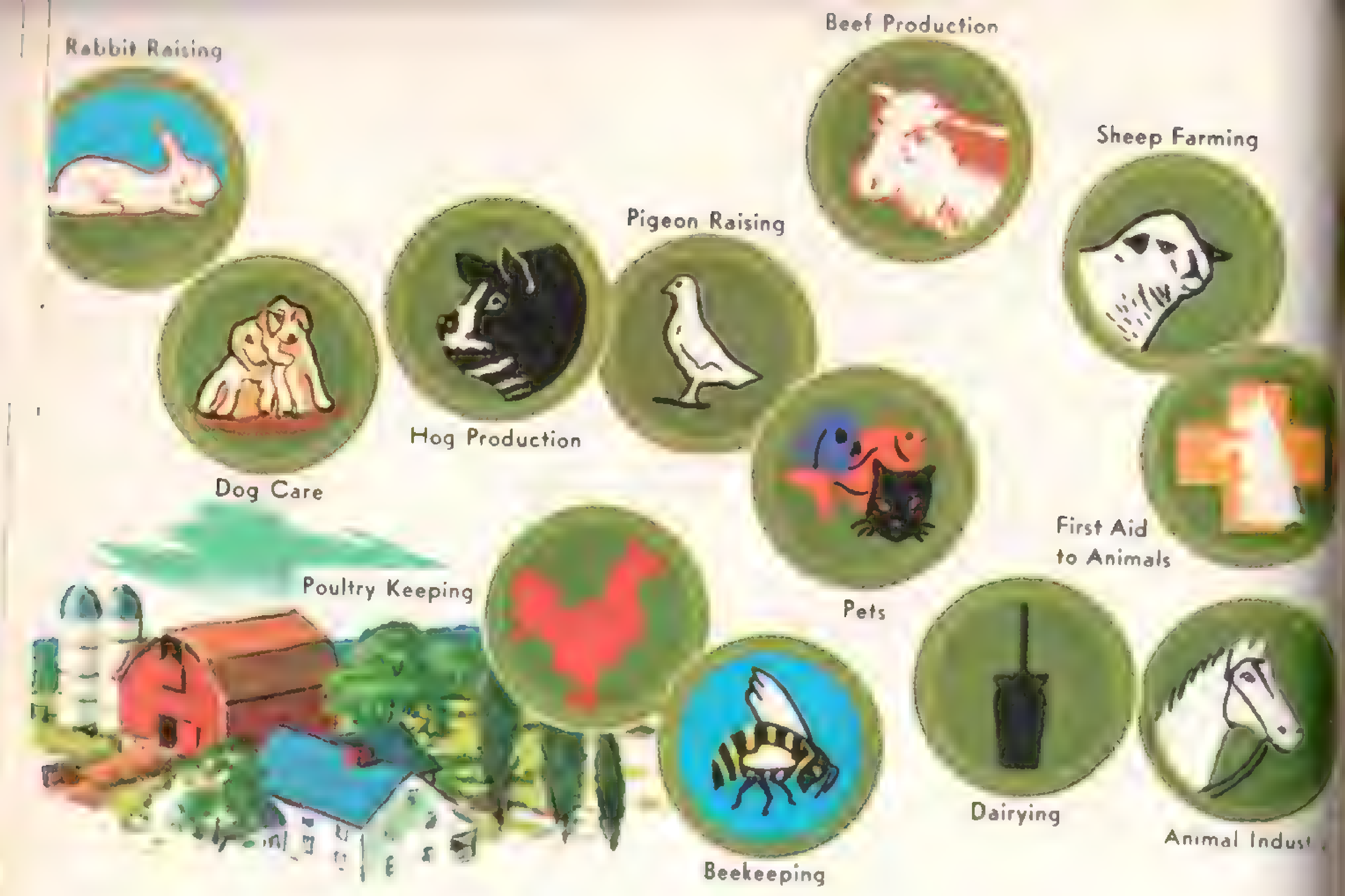

Forestry
Soil and Water Conservation
Wildlife Management


Citizenship in the Nation
Citizenship in the Home
World Brotherhood
Citizenship in the Community

Citizenship. One of the main purposes of the Boy Scout movement is to help boys become good citizens. The Scout Oath and Law point in that direction, the Scout teamwork requirements for the different Scout ranks aim to do the same. One of the finest ways in which you can show what kind of citizen you are is to earn citizenship merit badges—they are not just tests to be passed, but knowledge and skills that will benefit you in later life.

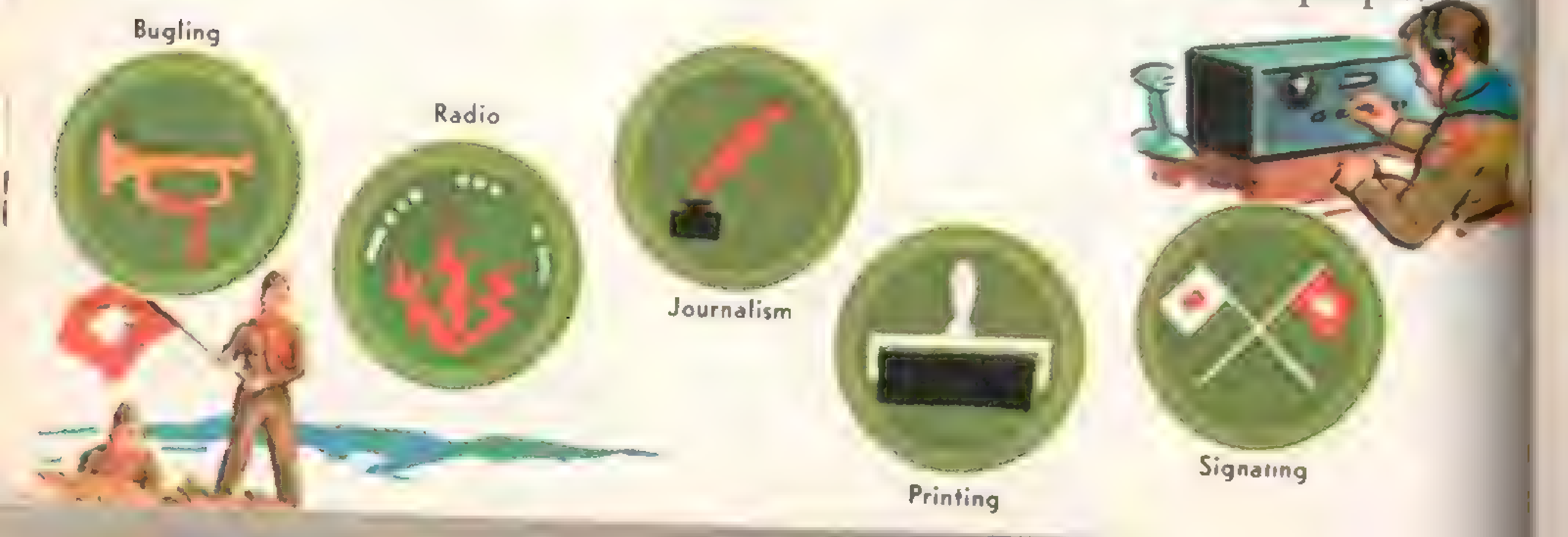
Public Service. "To help other people at all times . . ." That's part of the promise you give as a Boy Scout. To be able to do this effectively, you must learn the skills that make it possible for you to be of service. A number of these skills are covered in the merit badges in this group. They are considered so important in Scouting that one of them—First Aid—is required for Life and Eagle Scout ranks, and three others—Public Health, Safety, Firemanship—for Eagle.

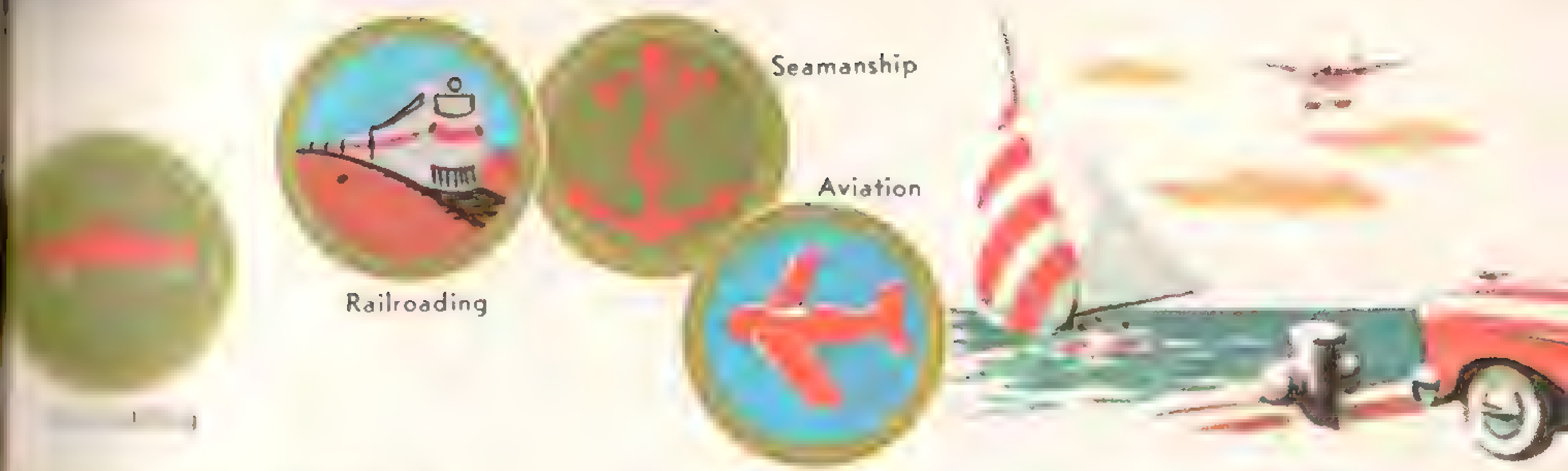

Firemanship
Fingerprinting
Safety
Public Health
First Aid


Rabbit Raising
Beef Production
Sheep Farming
Pigeon Raising
Hog Production
Dog Care
First Aid
to Animals
Poultry Keeping
Pets
Dairying
Animal Indust
Beekeeping

Animal Husbandry. If you live in the country you probably already have had a chance to take care of farm animals or have raised your own rabbits or pigeons. These merit badges should therefore be right in line with your daily interests. Besides passing the Boy Scout requirements, you may also earn the merit badges marked * on page 359 by completing 4-H Club projects in the subjects or in a similar program as an FFA member.

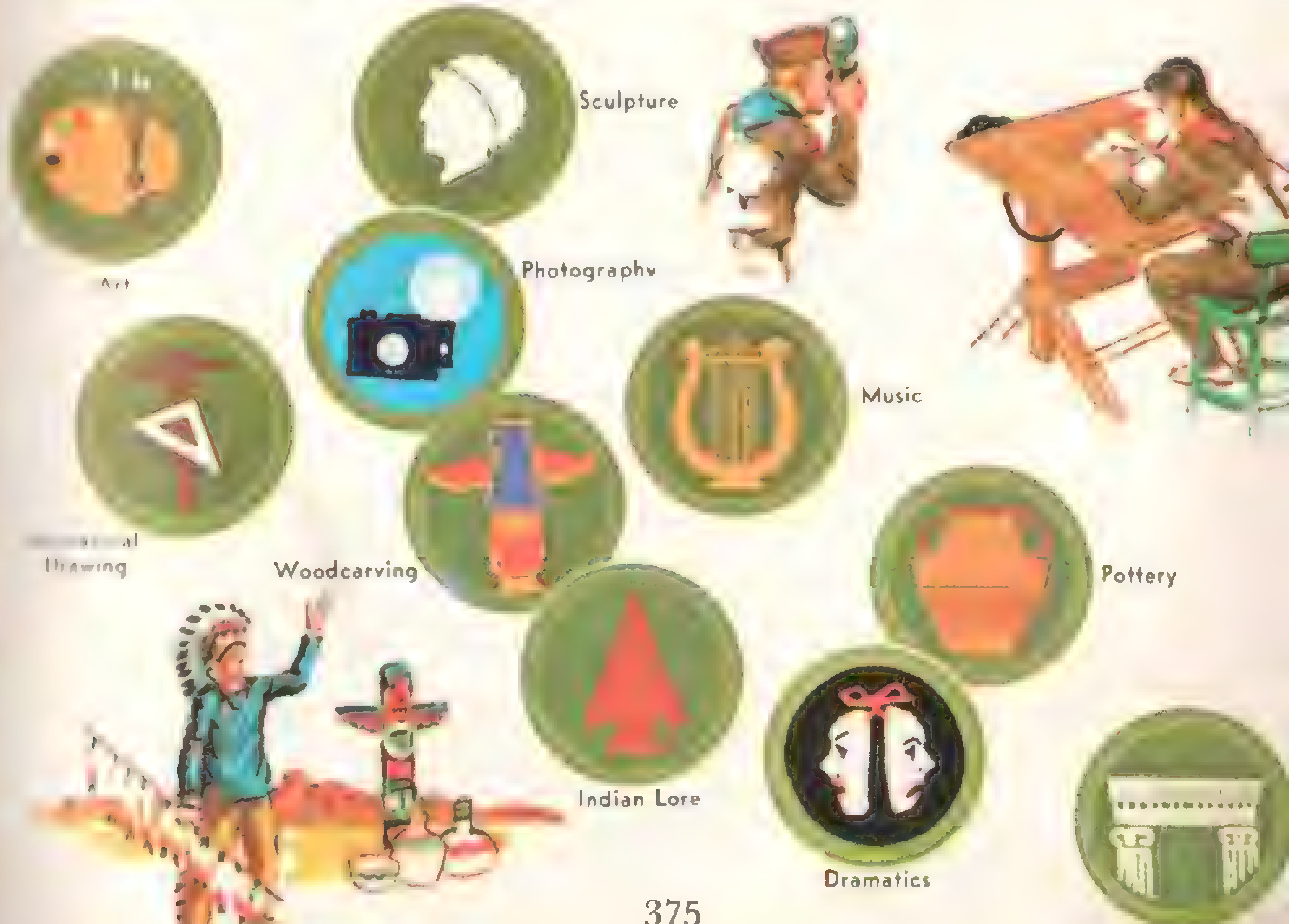
Communication. To be an intelligent person you must be an informed person. The faster messages and news reach you the better informed you will be. In this group you may want to earn a merit badge in sending and receiving information, or you may aim to learn to put information in shape for the printed page. You may even be interested in following what is written onto the press, thus making information available to thousands of people.

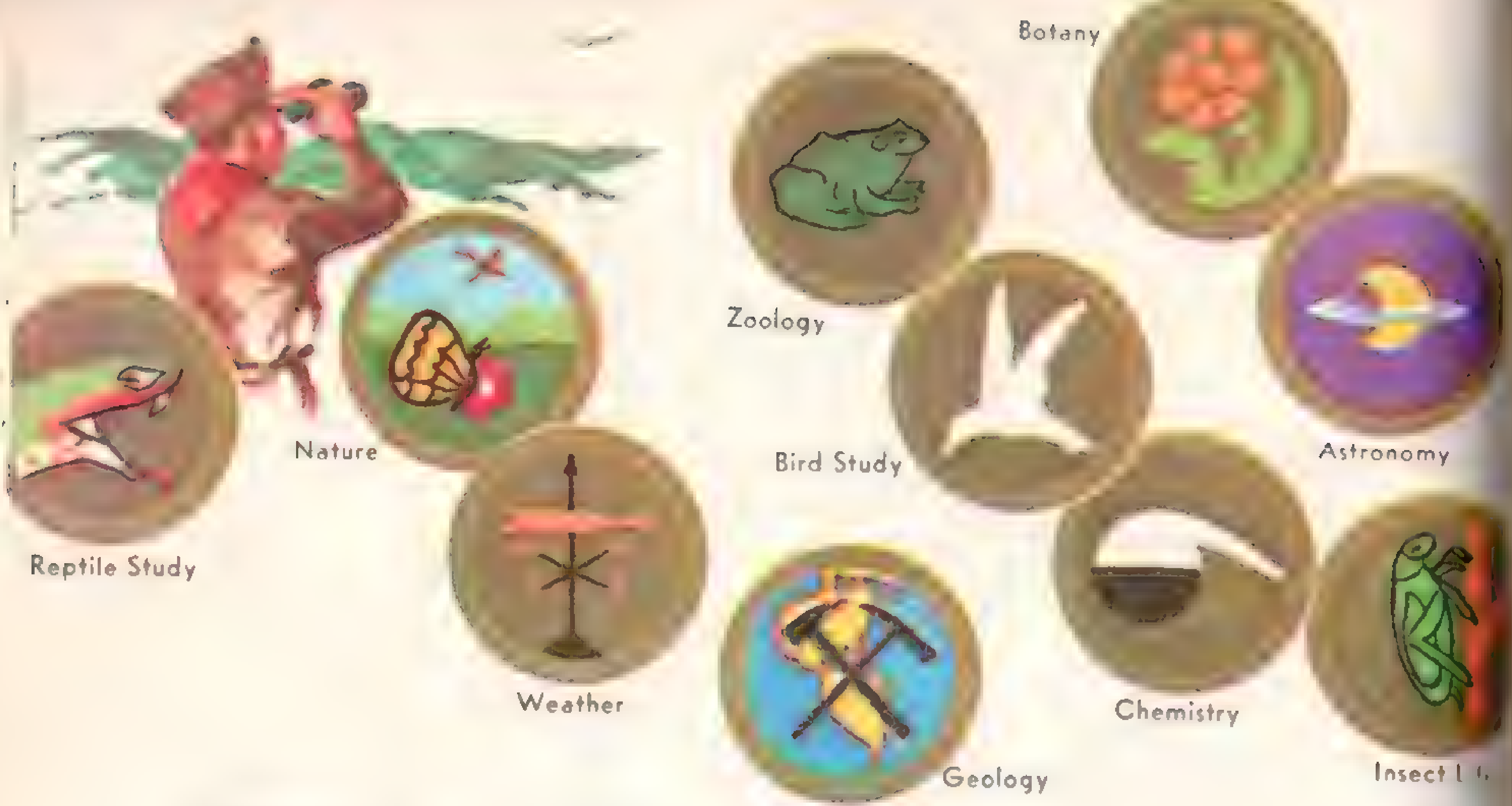

Bugling
Radio
Journalism
Printing
Signaling


Seamanship
Aviation
Railroading

Transportation. The world is moving faster and faster these days. The merit badges in the transportation group are intended to help you keep up with the latest developments in this field. In two of them—Aviation and Railroading—working with models will give you an insight into the subjects. In the other merit badges, on the other hand—Automobiling and Seamanship—you are required to do the real thing: drive a car, sail a boat.

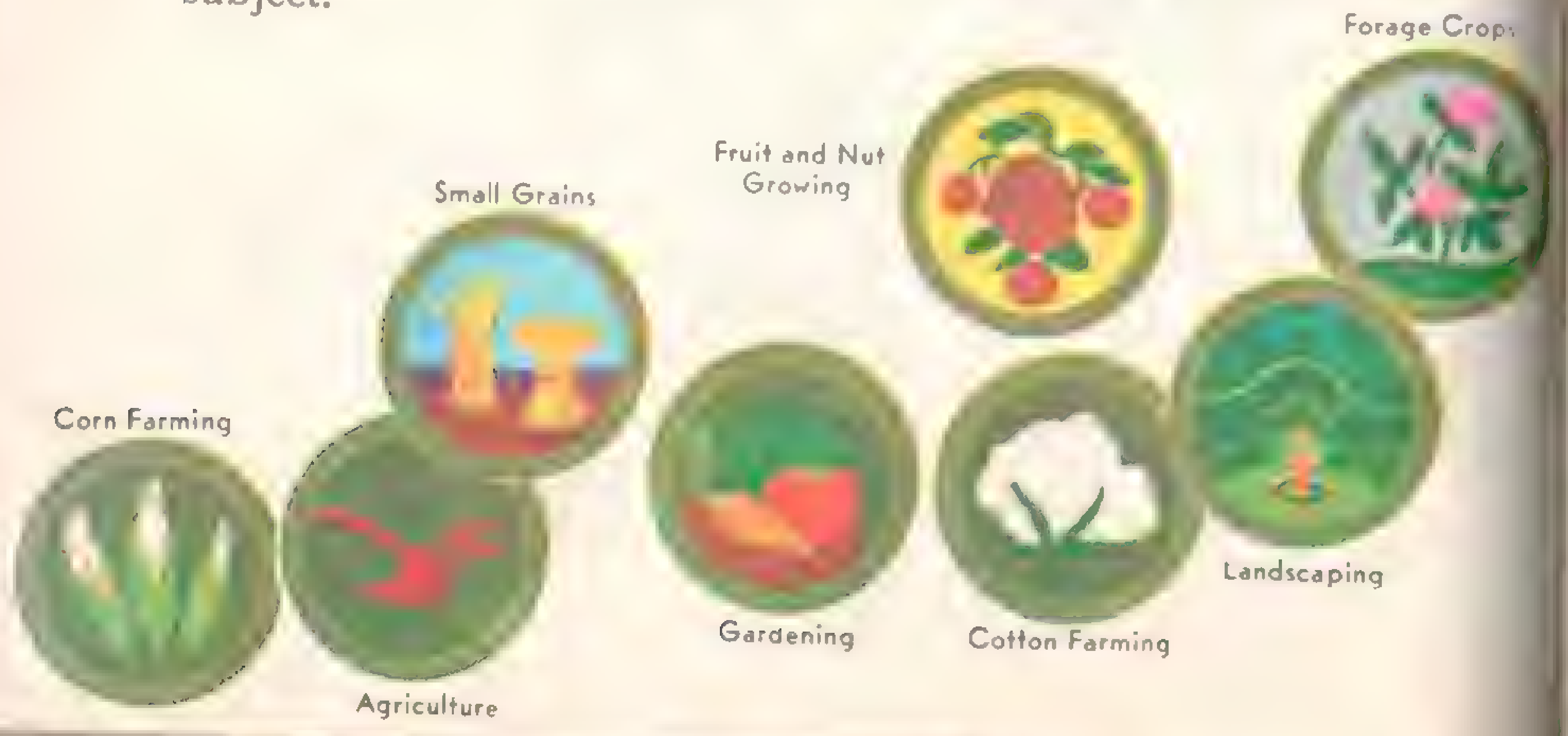
Arts. Do you have a hobby that requires self-expression or art appreciation? If so, you are almost certain to find a merit badge for it in this group. If you are the creative type, you may want to go in for the Art, Photography, or Sculpture merit badges. If you like to act or play an instrument, you may choose Dramatics or Music. Indian Lore combines several art skills—making things and expressing yourself through dances and ceremonies.

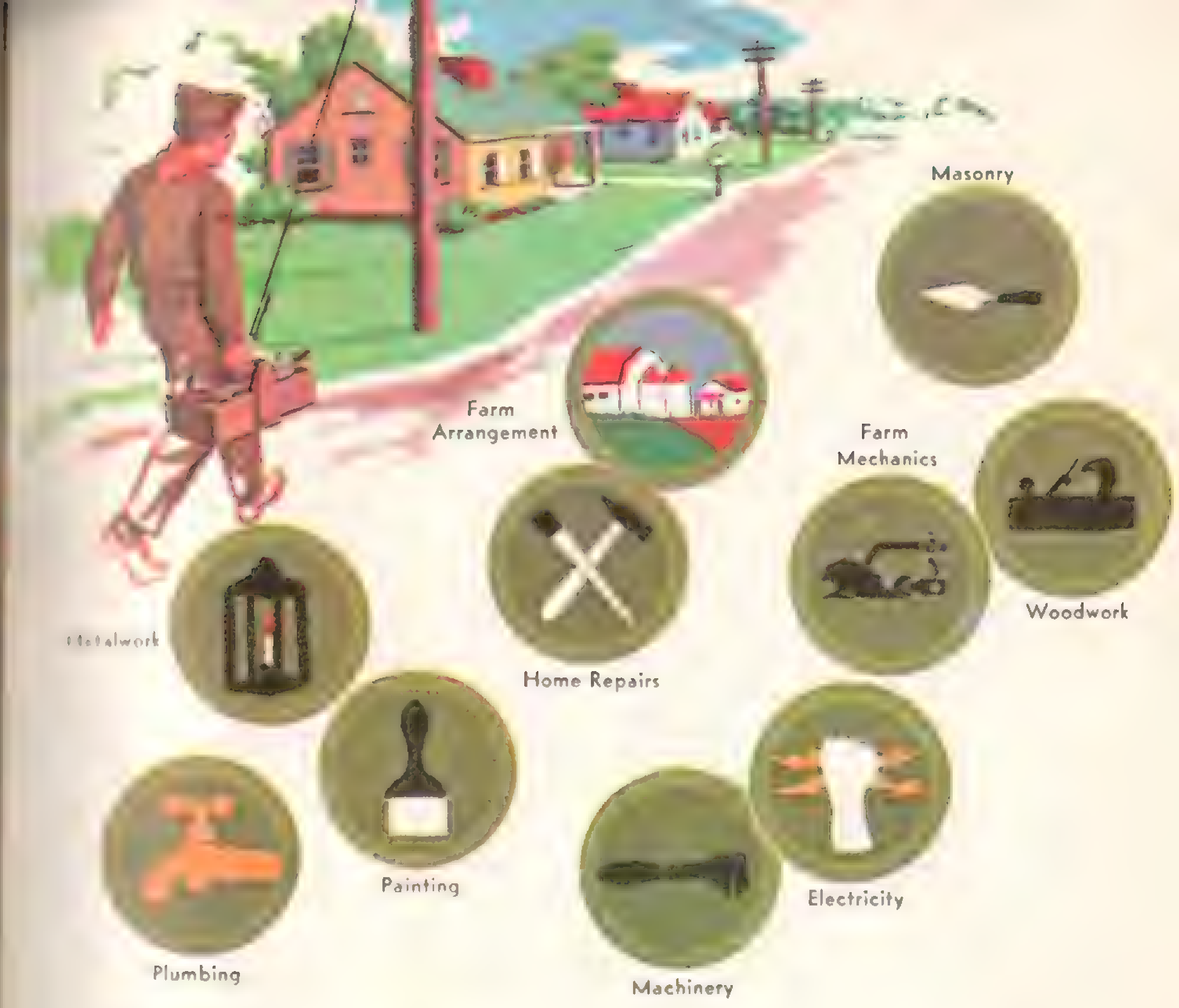

Sculpture
Art
Photography
Music
Drawing
Woodcarving
Pottery
Indian Lore
Dramatics
Architecture


Botany
Zoology
Bird Study
Nature
Reptile Study
Astronomy
Weather
Chemistry
Geology
Insect L

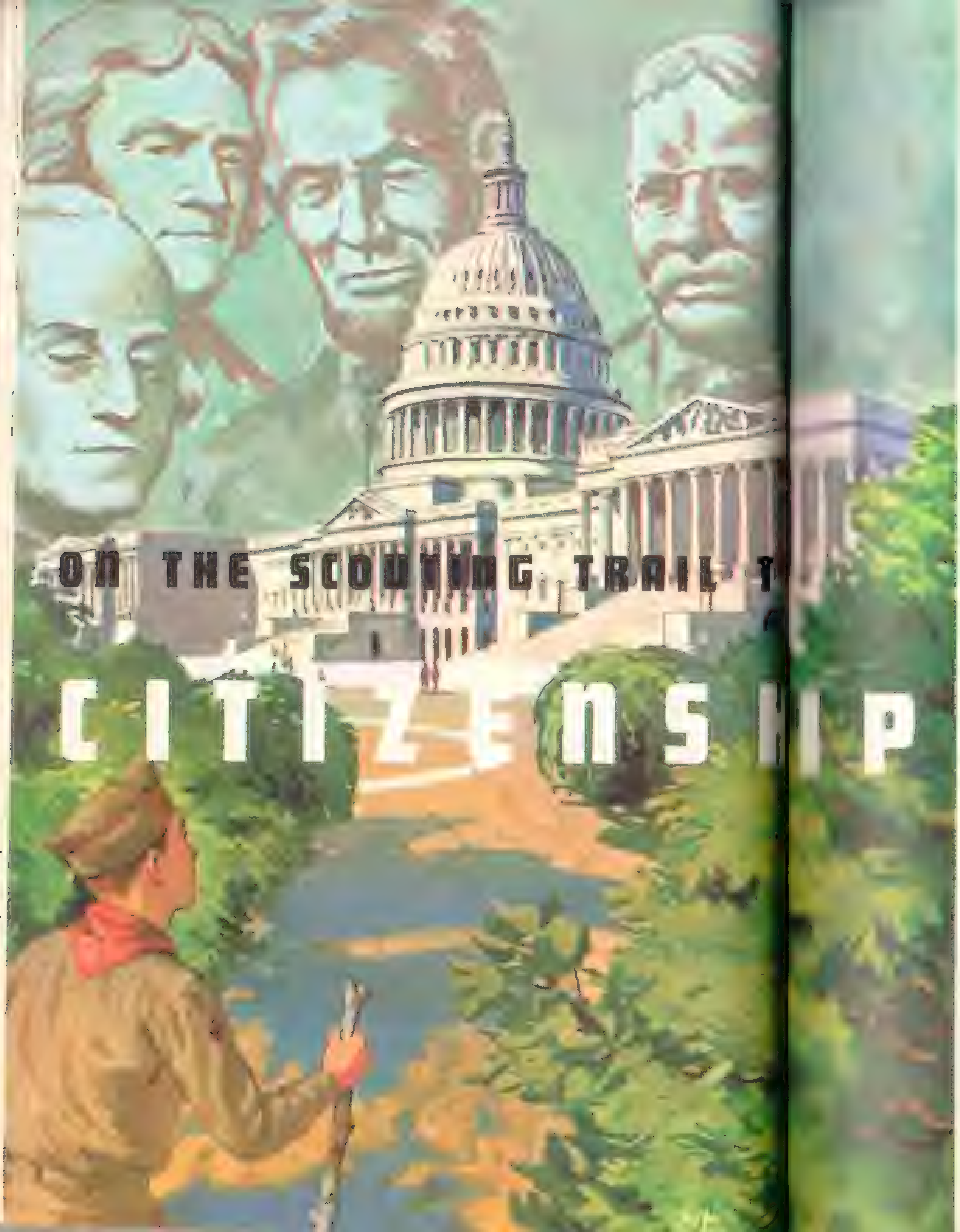
Nature. If you are interested in the outdoors or in science, this group will suggest many possibilities. It contains some of the most fascinating subjects in the whole merit badge field. One of them may turn into a lifelong hobby or even into your lifework. Most of these merit badges are a direct continuation of your life as a Scout in the open. Only a couple of them take you indoors for laboratory work. The Nature merit badge is required for Eagle.

Plant Cultivation. If you like to grow things and live on a farm it will be easy for you to earn several merit badges in this group. The subjects to choose will depend on the part of the country in which you live. A couple of the merit badges in this group—Gardening and Landscape Gardening—may also be earned quite easily in the suburban section of a town. You may earn any of these badges by completing 4-H Club or FFA projects in the subject.


Forage Crop
Fruit and Nut Growing
Small Grains
Corn Farming
Gardening
Cotton Farming
Landscaping
Agriculture


Masonry
Farm Arrangement
Farm Mechanics
Woodwork
Metalwork
Home Repairs
Painting
Electricity
Plumbing
Machinery

Building. The building industry is one of the fastest growing industries in our country. The need for experts in this field will be greater and greater as the population grows. One of the merit badges in this group may open up a career for you. Even if it doesn't, the skill learned will make it possible for you to help with many things around your home. The subjects marked * on page 359 may also be earned by completing 4-H Club or FFA projects.



ON THE SCOUTING TRAIL T
CITIZENSHIP

FROM BOY TO MAN

What kind of man do you want to be? There is a simple way to find the answer—by first answering another question: "What kind of man do I most admire?"

Sit down quietly and alone with a pencil and a piece of paper. Then ask yourself: "Which men from America's past and present do I look up to?" Put their names down. "Why do I admire them? What do I like about them?" Write down the whys and the whats.

High on your list may be your father. And perhaps the names of relatives, your Scoutmaster, your religious leader, your best friends.

Your list may include Americans like Washington because of his loyalty to his country . . Lincoln for his simplicity and steadfastness . . . Theodore Roosevelt for his enthusiasm and fighting spirit . . . Edison for his energy and perseverance . . . heroes from our wars for their daring and self-sacrifice . . . athletes for their endurance and sportsmanship . . . men of science and arts for their accomplishment in adding to human knowledge and understanding.

You have made your list. There before you in black and white are the qualities you admire most in others, the things that make you like them.

Study those things closely.

See how they add up until they cover each part of the Scout Oath.

They are bound to come out that way, because in the Scout Oath you have the qualities that make men fine and great.

"On my honor . . ." The signers of the Declaration of Independence pledged to each other their lives, their fortunes, and their sacred honor. Heroes have died rather than betray their honor. As a Scout, you count your honor one of your most valuable possessions.

". . . I will do my best . . ." No person who has accomplished anything worthwhile did this by doing his second best—or his third or fourth best. He gave the very best that was in him—his best thoughts, his best work.

". . . to do my duty to God and my country . . ." The kind of man you will be depends on your ability to know your duty and to do your utmost to live up to your obligations.

". . . and to obey the Scout Law . . ." That law fits you as a boy. It will fit you just as well when you become a man—for a *real* man is everything the Scout Law stands for.

". . . to help other people at all times . . ." It is not enough to have the willingness to help other people—you need to have the ability as well. You develop this ability as you advance in Scout rank and learn how to act in an emergency.

". . . to keep myself physically strong, mentally awake, and morally straight." You owe it to yourself, to your country, and your God to develop your body, to train your mind, to strive to be a boy and man of high character.

In all these things Scouting helps you. By taking part enthusiastically in all activities of patrol and troop, by learning the skills that Scouting has to offer, by living up to the ideals of Scouting, you will become the man you want to be.

"IN GOD WE TRUST." As individuals and as a nation we depend on God.

DUTY TO GOD

The men who founded our nation held the strong conviction that all men "are endowed by their Creator with certain unalienable rights." When they signed their names to the Declaration of Independence they did this "with a firm reliance on the protection of Divine Providence."

But these courageous men recognized also that for these "unalienable rights" and that "protection," they owed certain obligations and duties to the Heavenly Father of us all.

You learn what these spiritual duties are in your home and in your church or synagogue. Your own spiritual leader, minister, priest, or rabbi teaches you how to know God, how to love Him, and how to serve Him.

By following these teachings in your daily life, by taking part in the practices of your faith, by making use of your leadership ability in your religious activities, you are performing your duty to God as a Scout.

Remember, as you do your duty to God, to be grateful to Him.

As a Scout, living in close contact with nature, you can't help knowing God's handiwork more deeply. As you see the wonders around you, your reverence toward God is strengthened. Sometime when you look up into the starlit sky on a quiet night and realize that Almighty God made this sky with all its stars, thank him as the Creator of all things.

Also there are ways in which you can show your gratefulness by deeds.

God has given you a wonderful body and a thinking brain. He has given artists the gift of painting so that they can inspire their fellow men. He has given writers the power of words so that they can form word pictures of beauty and can lead others to beauty. Composers can stir other people with their music, statesmen can work in the service of their country.

The way to thank God for the abilities He has given *you* is to develop these abilities to the fullest and make the best possible use of them.

You and all men are important in the sight of God because God made you. One way of expressing your thankfulness to God is by helping others—and this, too, is a part of your Scout Oath.

Religious Awards for Scouts

"A Scout is reverent." All Scouts show this by being faithful in their religious duties, but some go further and give special service to their church or synagogue. This may qualify them for a religious award. Such an award is not a Scouting award. It is conferred on the Scout by his religious leader.

To earn this award, you must advance to First Class, give one year of service, and learn your specific duties from your own minister, priest, rabbi, ward bishop, or spiritual adviser. The award consists of a medal suspended from a colorful ribbon.

AD ALTARE DEI is the religious award for Scouts who are Roman Catholic. It is a bronze cross suspended by a ribbon in national and papal colors.

The *Ad Altare Dei Award Record Book* (No. 3093) may be obtained from your priest, your Scoutmaster, or local council office. *A Catholic Manual for Scouts* (No. 3554) will help you prepare yourself.

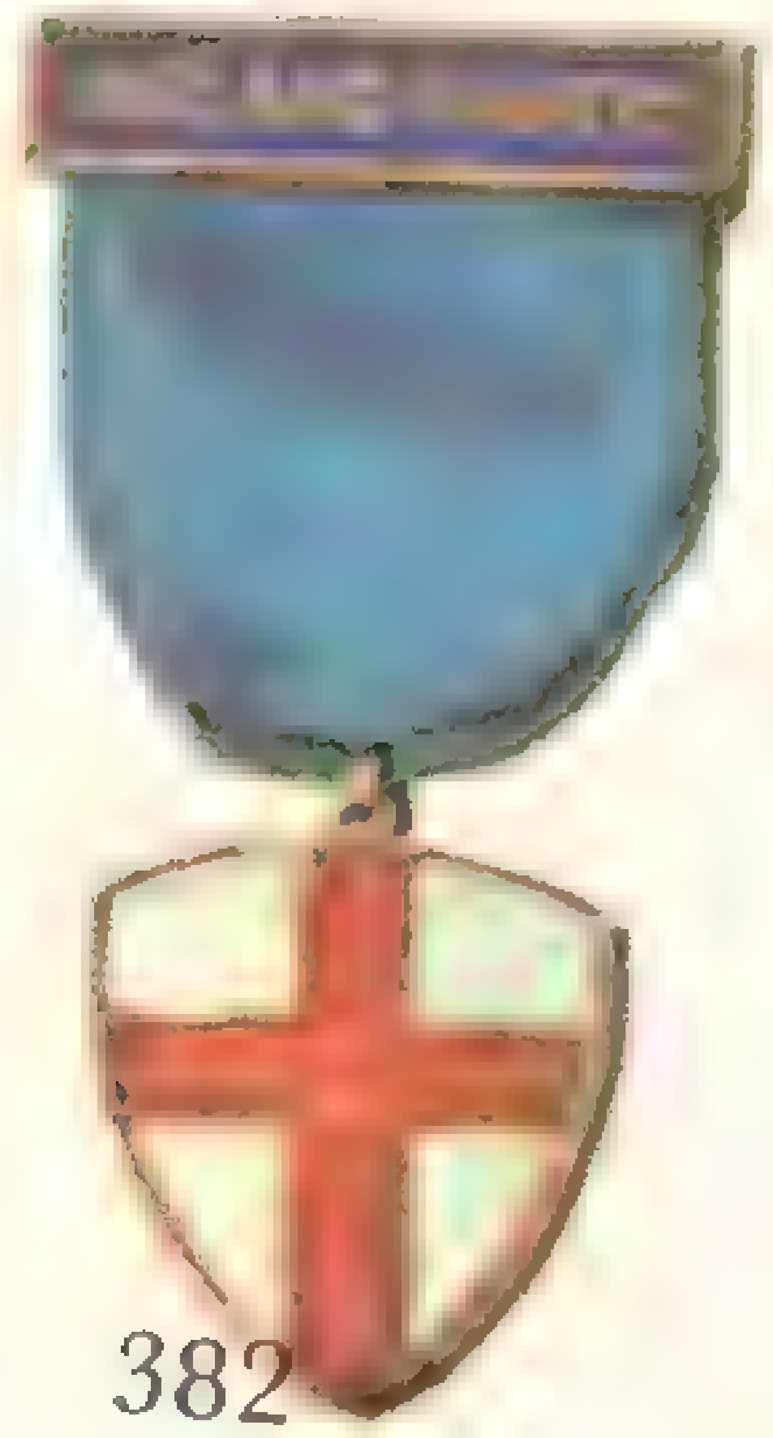
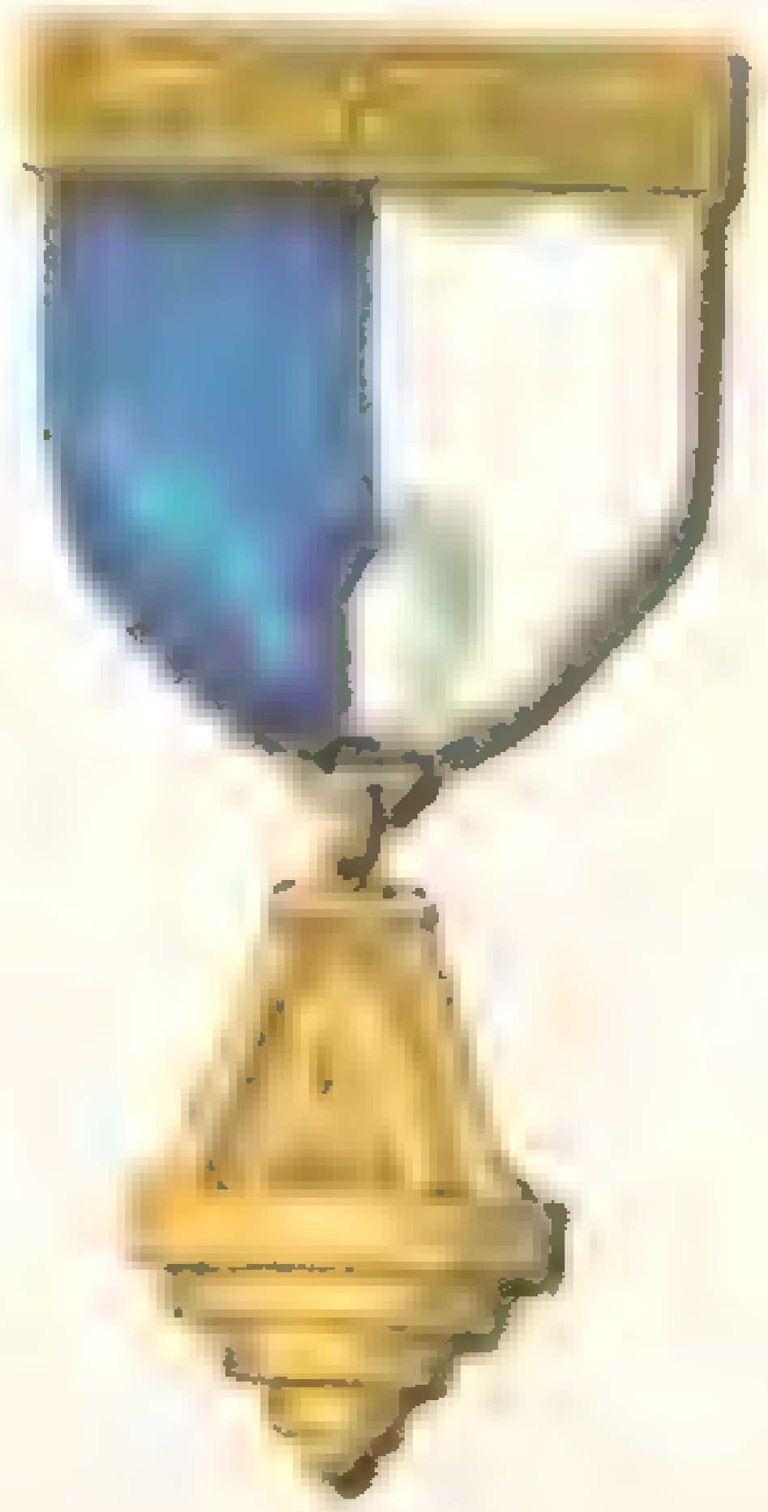
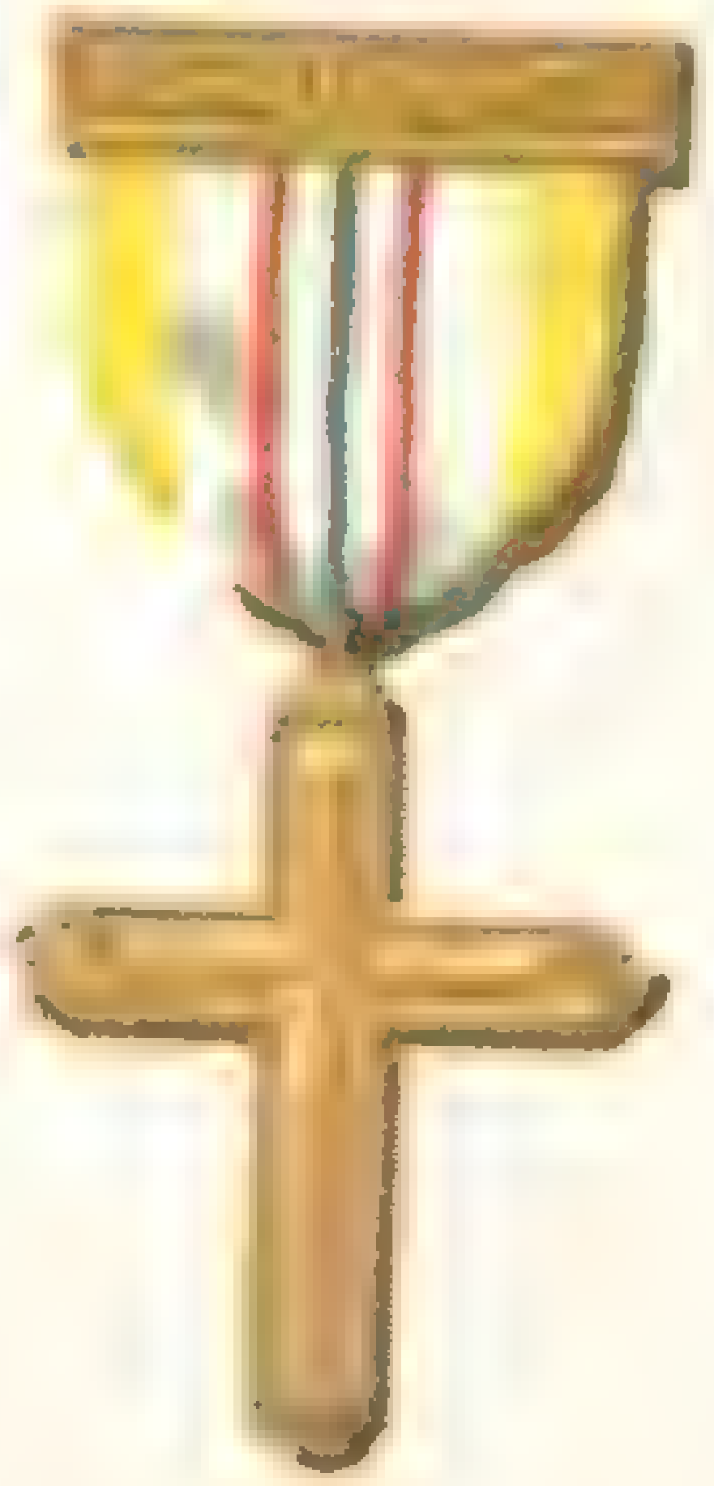
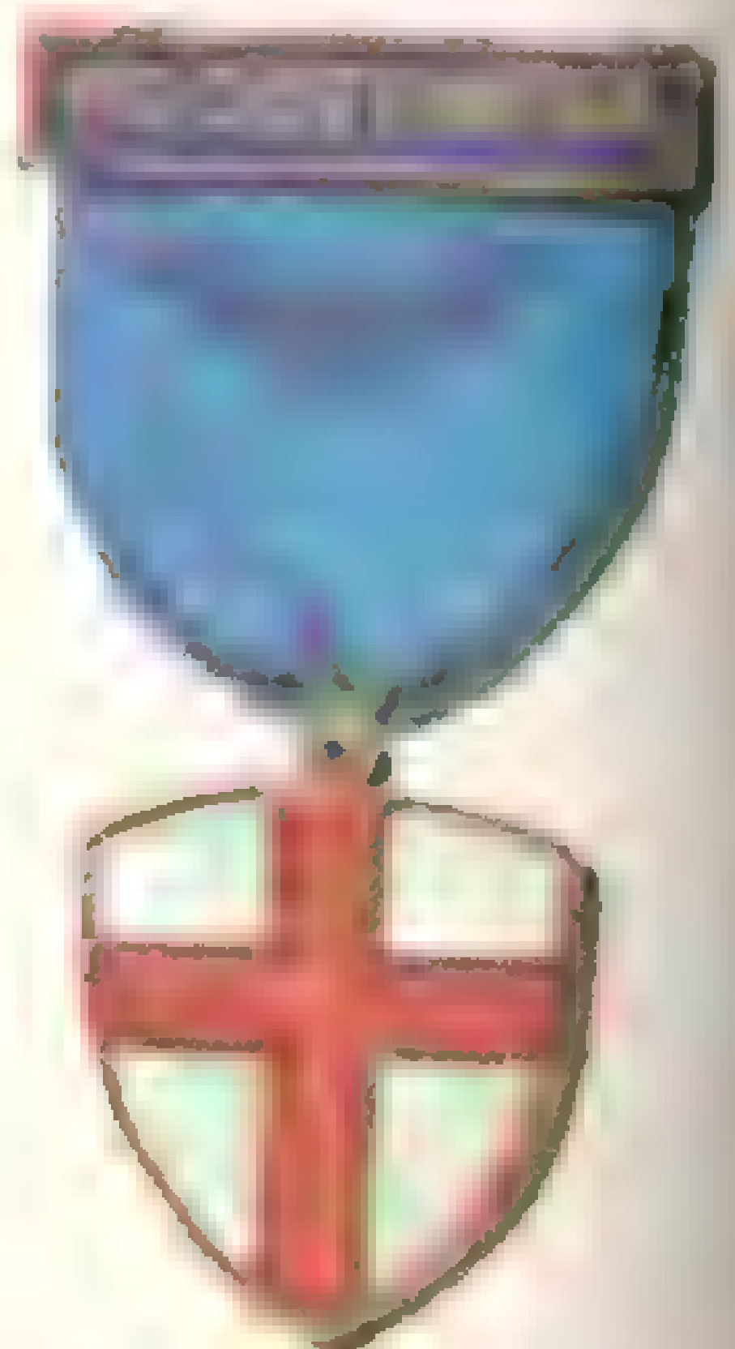
The GOD AND COUNTRY Award is for Scouts of the Protestant faith. The design is taken from the shield of the crusaders, featuring a red cross on a white background. The ribbon is blue.

The requirements for achieving this award are described in the *Service Record Book* (No. 4024) available through your Scout leader, your minister, or your local council office.

PRO DEO ET PATRIA is the Lutheran religious award. The design is the same as the God and Country Award, but the inscription on the bar is in Latin instead of English.

For this award, secure application blank by writing to Lutheran Committee on Scouting, 701 2nd Avenue South, Minneapolis, Minnesota.

The GOD AND COUNTRY Award for Scouts of the Episcopal Church also uses the crusaders' shield for its design, but the upper left field of the medal contains nine small, white crosses, and the ribbon is red.

The requirements and service record book may be secured from the National Council, Protestant Episcopal Church, 281 Fifth Avenue, New York 10, New York.

NER TAMID is the religious award for Scouts of the Jewish faith. The design represents the Eternal Light found above the Holy Ark in every synagogue.

The requirements are included in the *Ner Tamid Award Record Book* (No. 3182), which you may obtain from your rabbi, Scout leader, or local council office. *The Ner Tamid Guide for Boy Scouts and Explorers* (No. 3178) contains basic information on all these requirements.

The DUTY TO GOD Award may be earned by Scouts of the Church of Jesus Christ of Latter-day Saints. The design is a buffalo skull with a replica of the Salt Lake City temple.

Application cards and requirements may be secured from "Mormon" Relationships Service, Box 2637, Ft. Douglas, Salt Lake City, Utah.

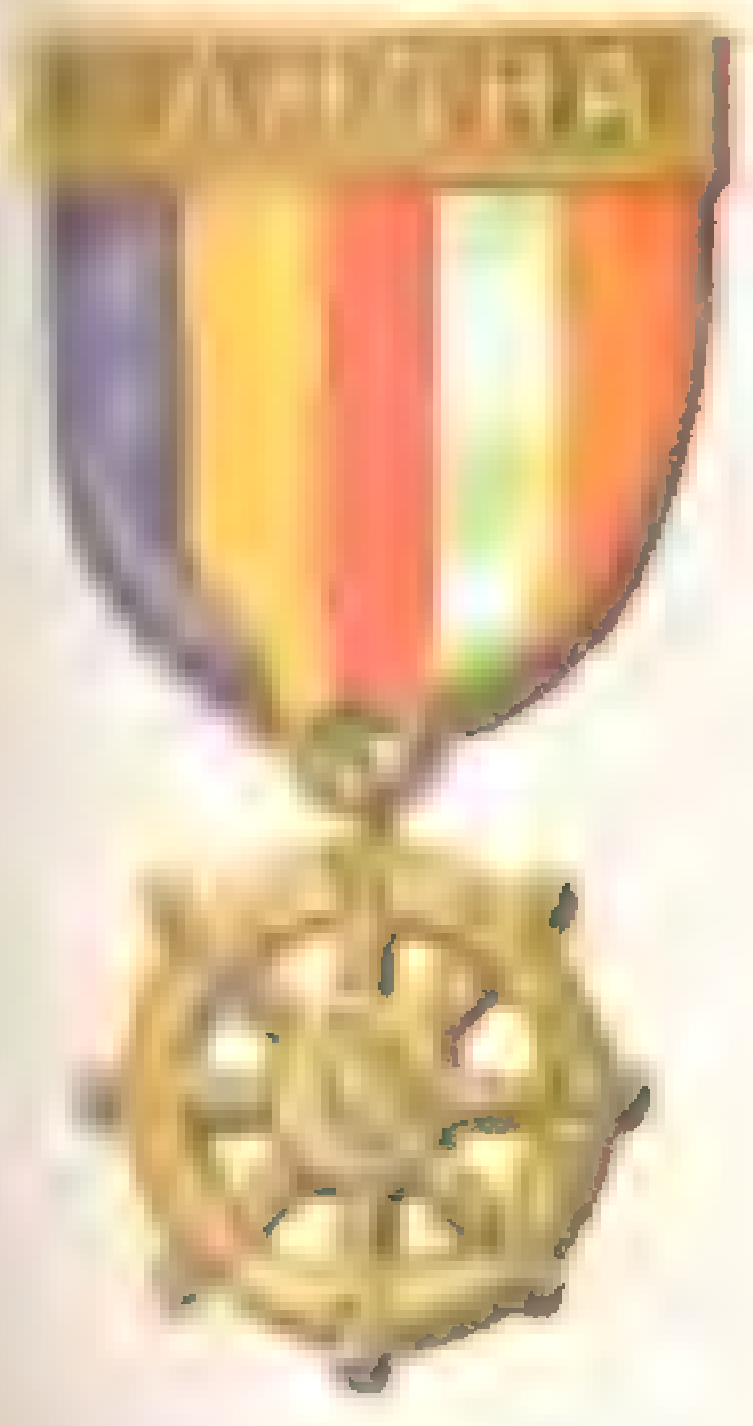
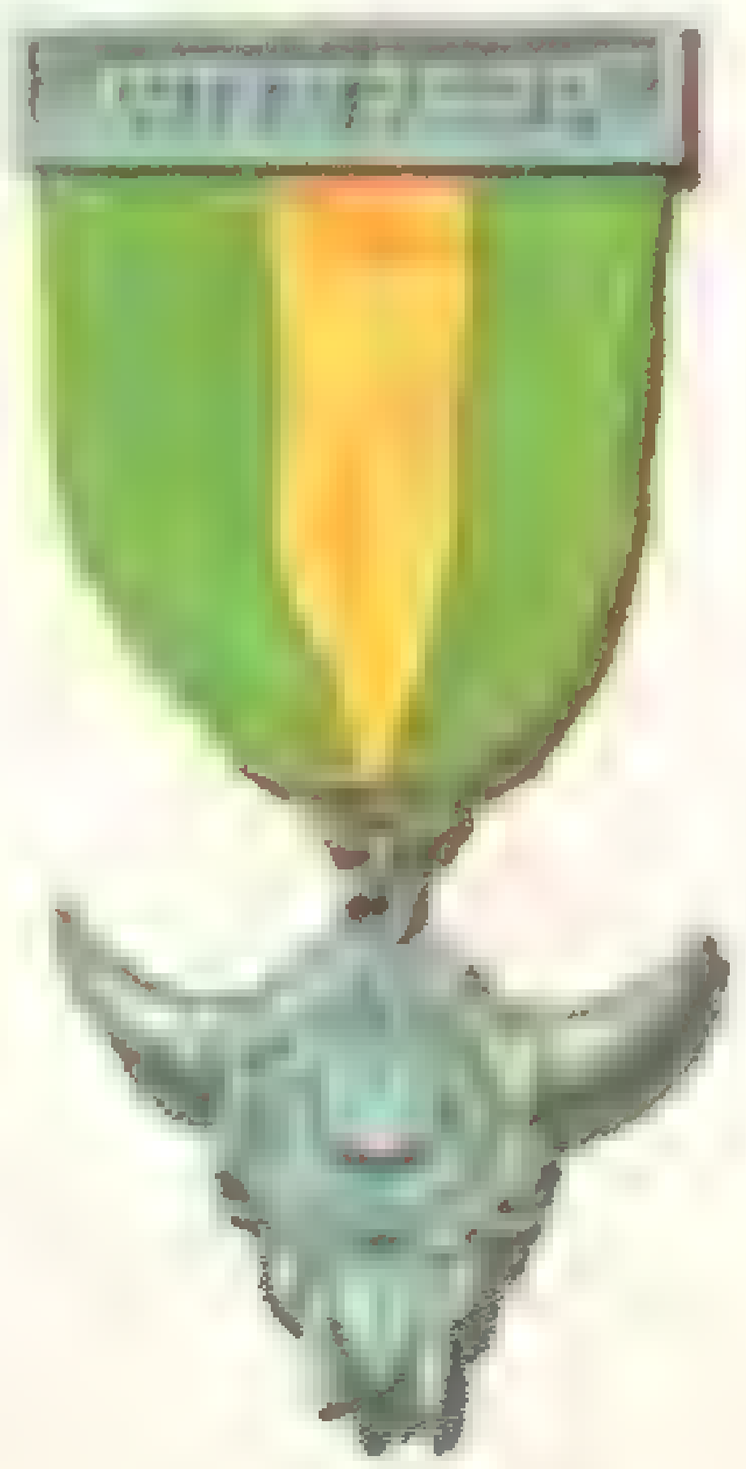
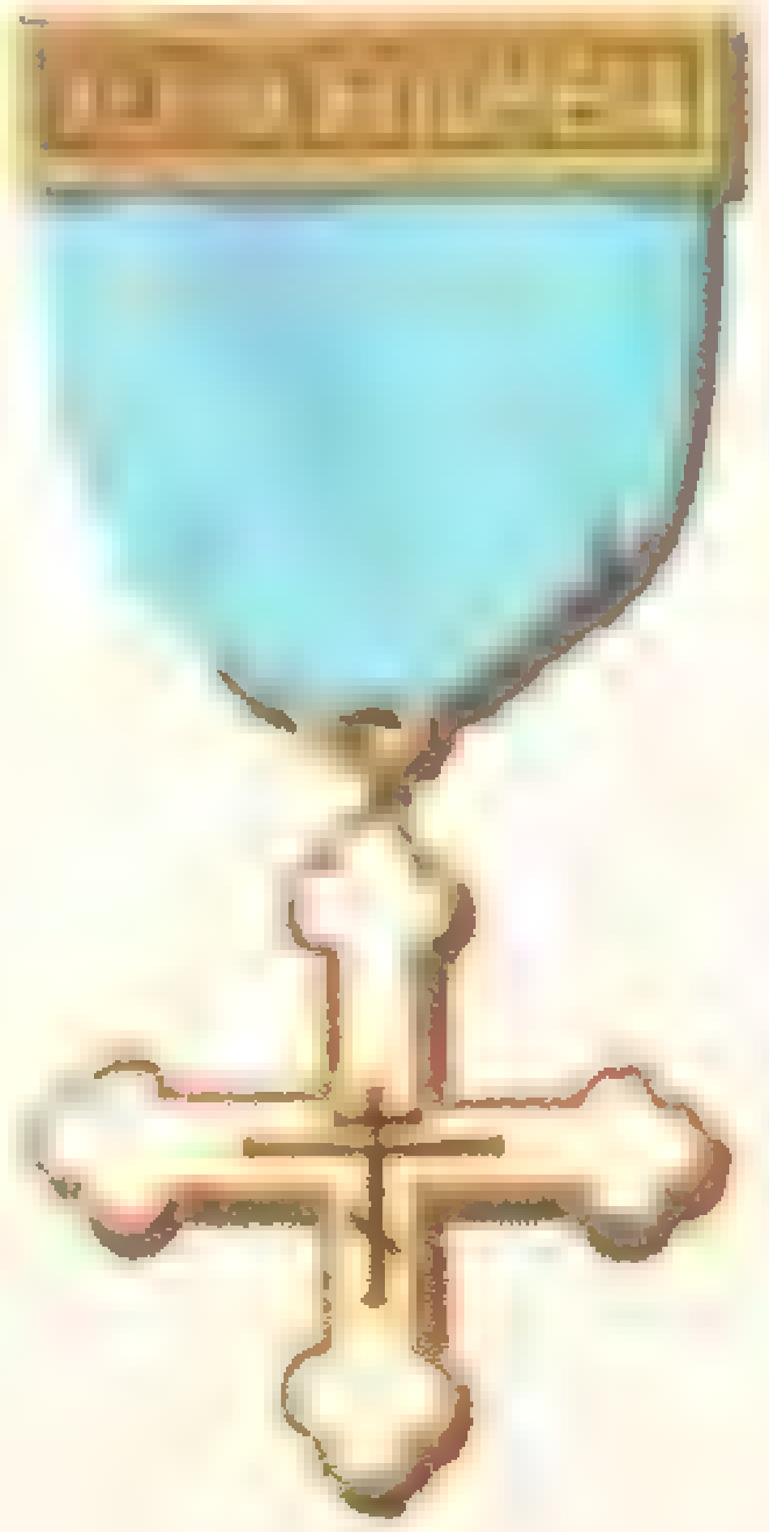
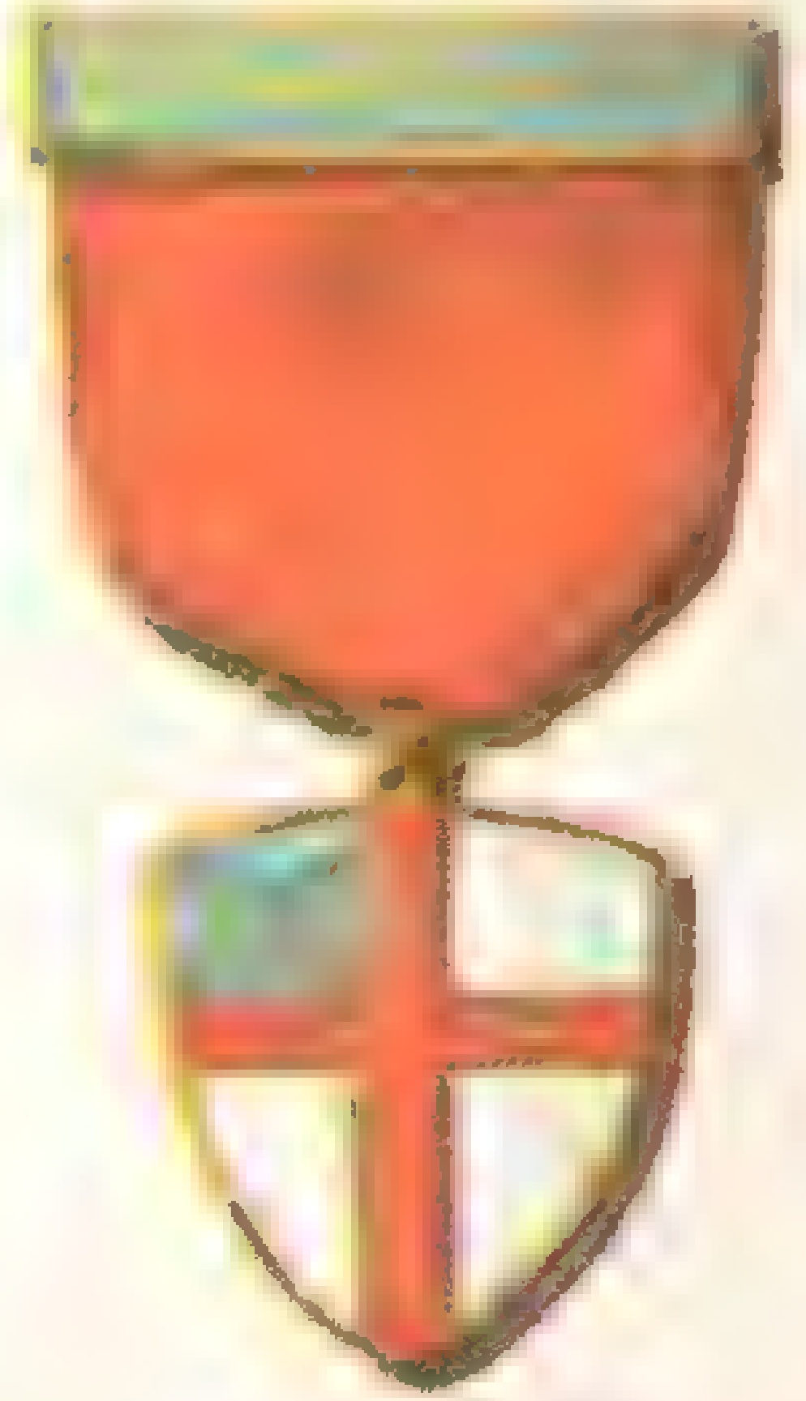
The SANGHA Award is for Scouts who are Buddhists. The symbol of this award is the Wheel of the Most Excellent Law as created by Gautama Buddha.

For application blank and requirements, write to the Relationships Division of the Boy Scouts of America, New Brunswick, New Jersey.

The ALPHA OMEGA Award is for Scouts of the Eastern Orthodox Catholic Church. It is an equal-armed Greek cross in white with a superimposed three-barred cross in red.

Application blanks and service record books for this award are available from the Eastern Orthodox Catholic Committee on Scouting, National Council, Boy Scouts of America, New Brunswick, New Jersey.

When you have earned the religious award, you wear it centered over your left pocket or to the left of your Eagle badge.

MY DUTY TO MY COUNTRY

The baby in its cradle, the boy or girl at school or at play, the man or woman at work or caring for a family or enjoying their leisure are all American citizens.

Citizenship is your privilege, your right—no one can take it away from you. You are a citizen, now, this very minute.

But because America so generously bestows its citizenship upon you, you owe it to your country to become a good citizen, to do your best to become a true American boy who will eventually grow into a true, upright American man—not to wait until you grow up to become a great man, but to be a GREAT BOY, NOW!

The way to become a good citizen is first to KNOW and then to DO.

America is a land, a people, and a way of life. By getting to know your country you will come to love it. By "helping other people at all times," by working with them, you will come to know the kind of people that Americans are and will learn to get along well with all of them. By studying the past, by learning about the American way of life, you will become an informed citizen who will know what is needed to keep America great.

Get to Know America

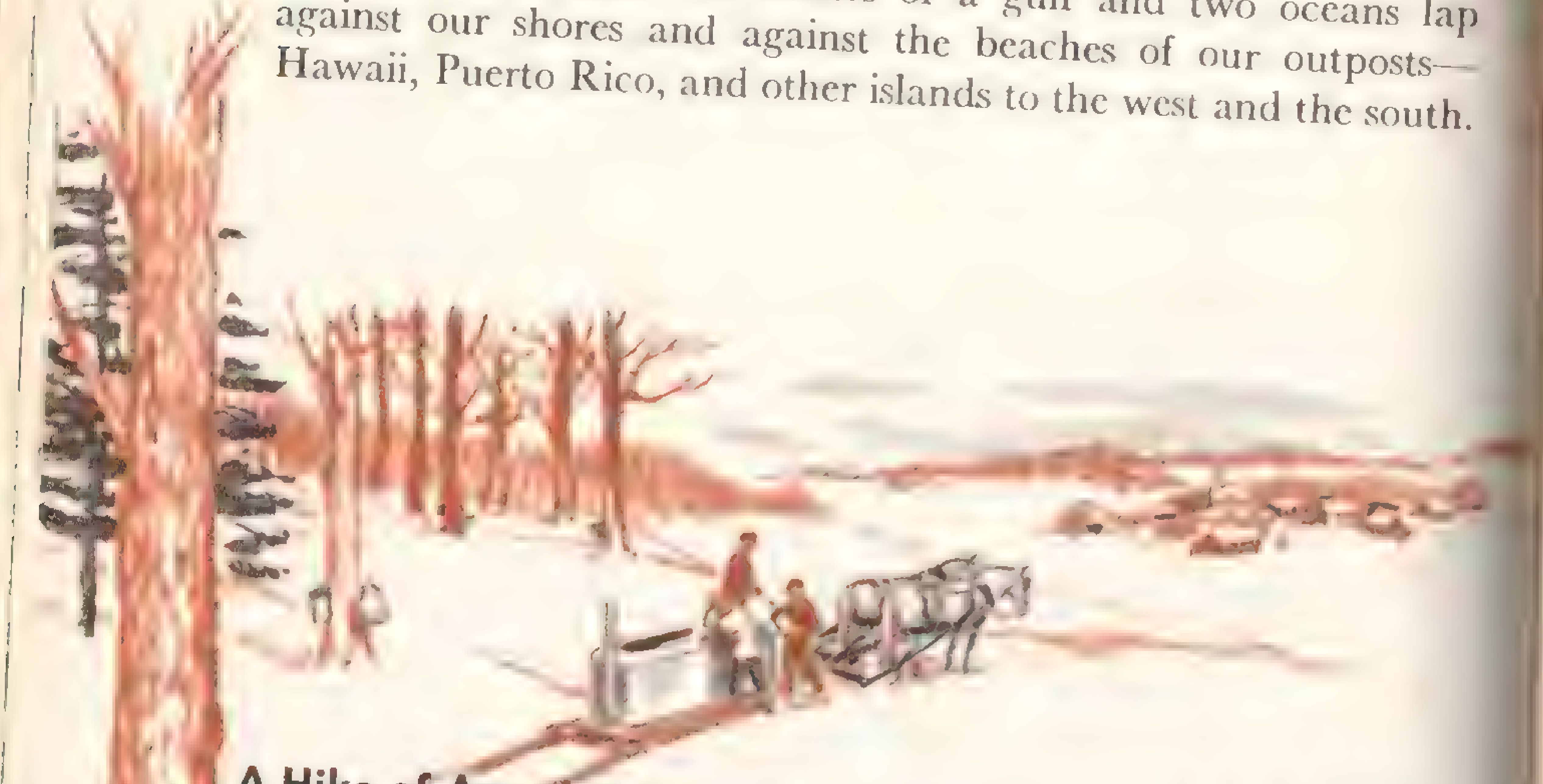
How well do you know America—your country? How much does it mean to you?

As a Scout you have hiked over its fields, camped in its woods. You have listened to the winds that speed across its plains, the brooks that gurgle through its meadows. But do you really know America? Have you realized its vastness, its beauty, its riches?

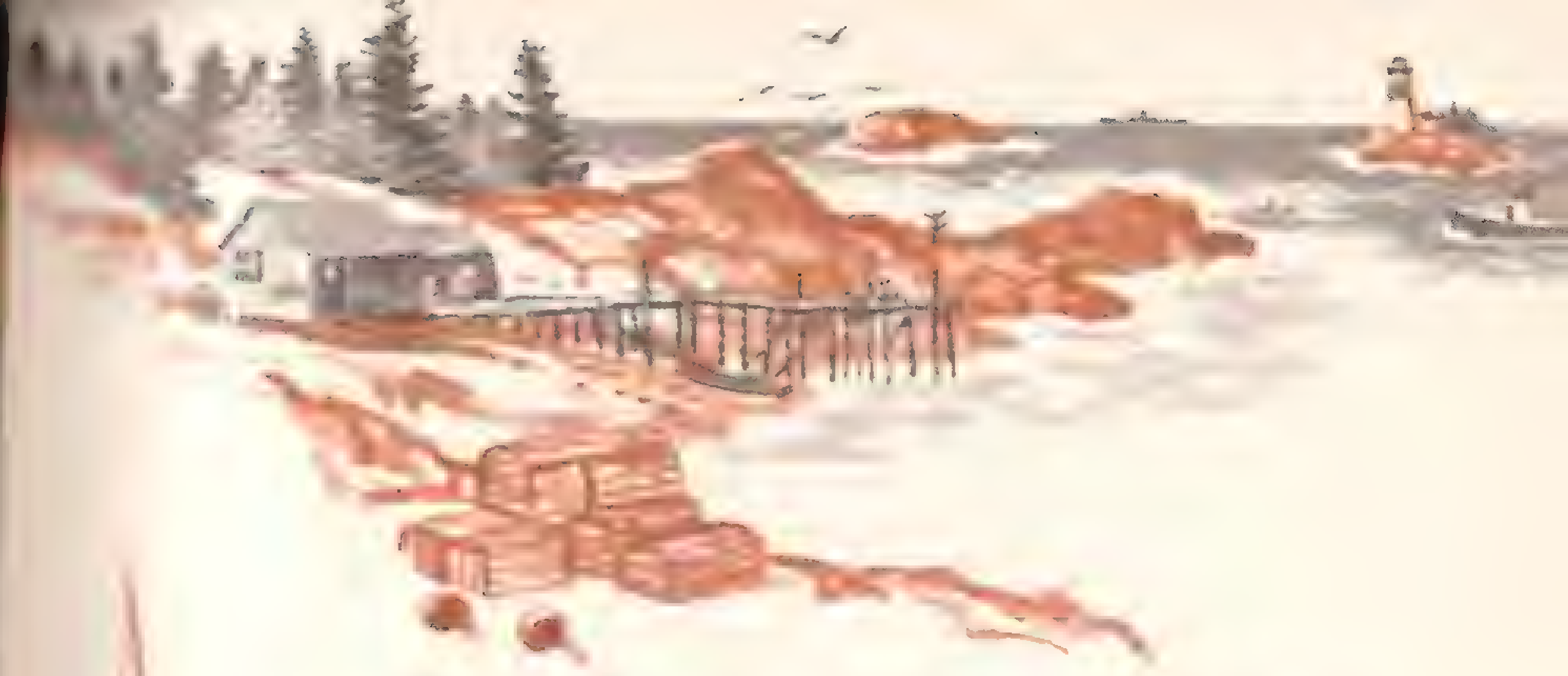
Get out a map of the United States of America. Spread it out before you. Look at it with new eyes.

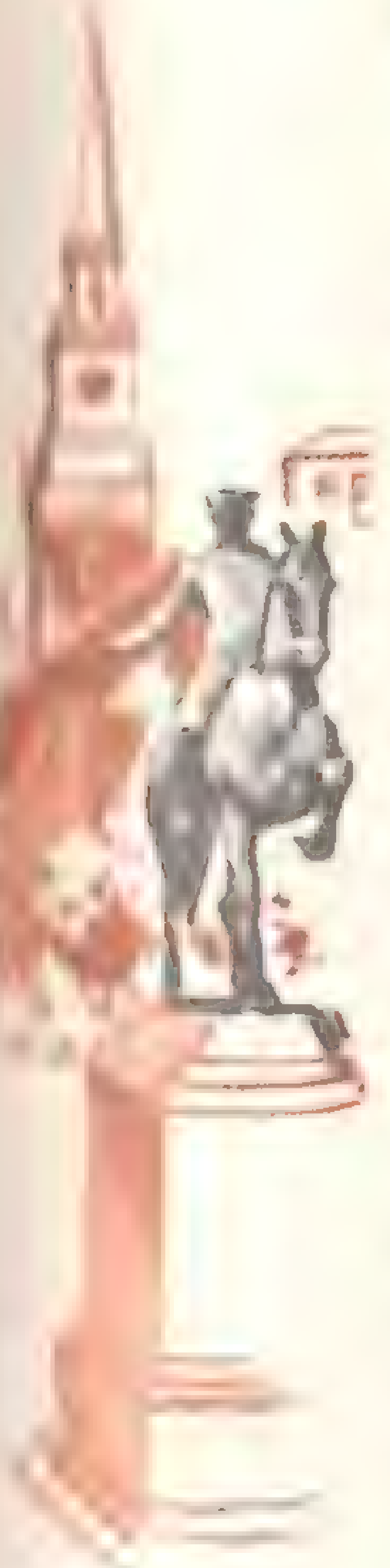
Do you see the sweep of our country—from east to west, from north to south?

Up here, New England shakes a finger at the Atlantic. Down there Florida dips a toe into the Caribbean Sea. The Great Lakes break into the straight line that separates us from Canada to the north. To the south, the Rio Grande forms a winding line along the Mexican border. Way up to the northwest, Alaska stretches a hand toward Asia. The waters of a gulf and two oceans lap against our shores and against the beaches of our outposts—Hawaii, Puerto Rico, and other islands to the west and the south.



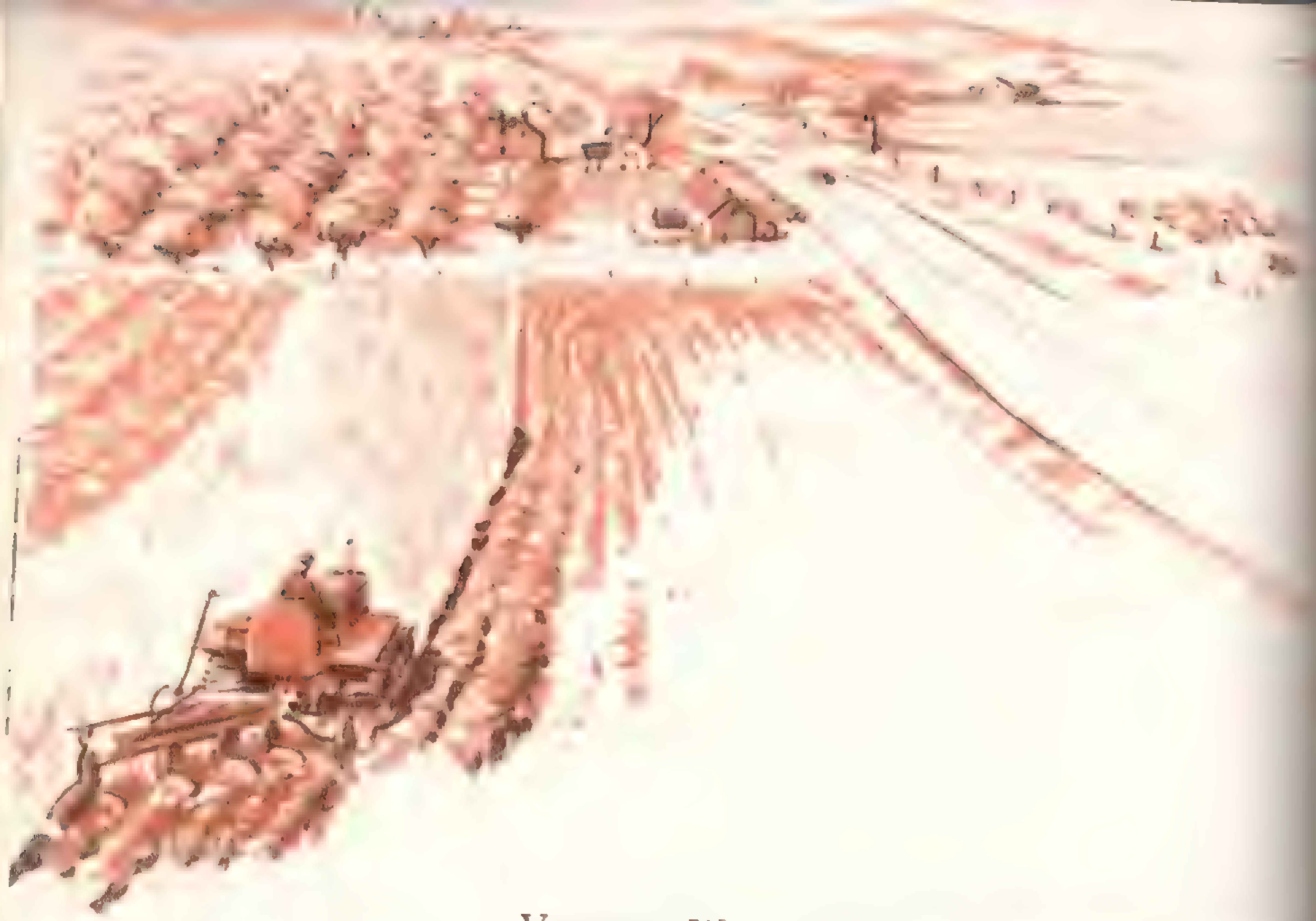
A Hike of America. Suppose you could take a hike of all America—suppose you could sling your pack upon your back and could start out and travel and travel, meet the people, see and observe, until you knew every section of the country as well as you know your own back yard. Just suppose . . . Such a hike might never become a reality—but let's try it in our imagination.



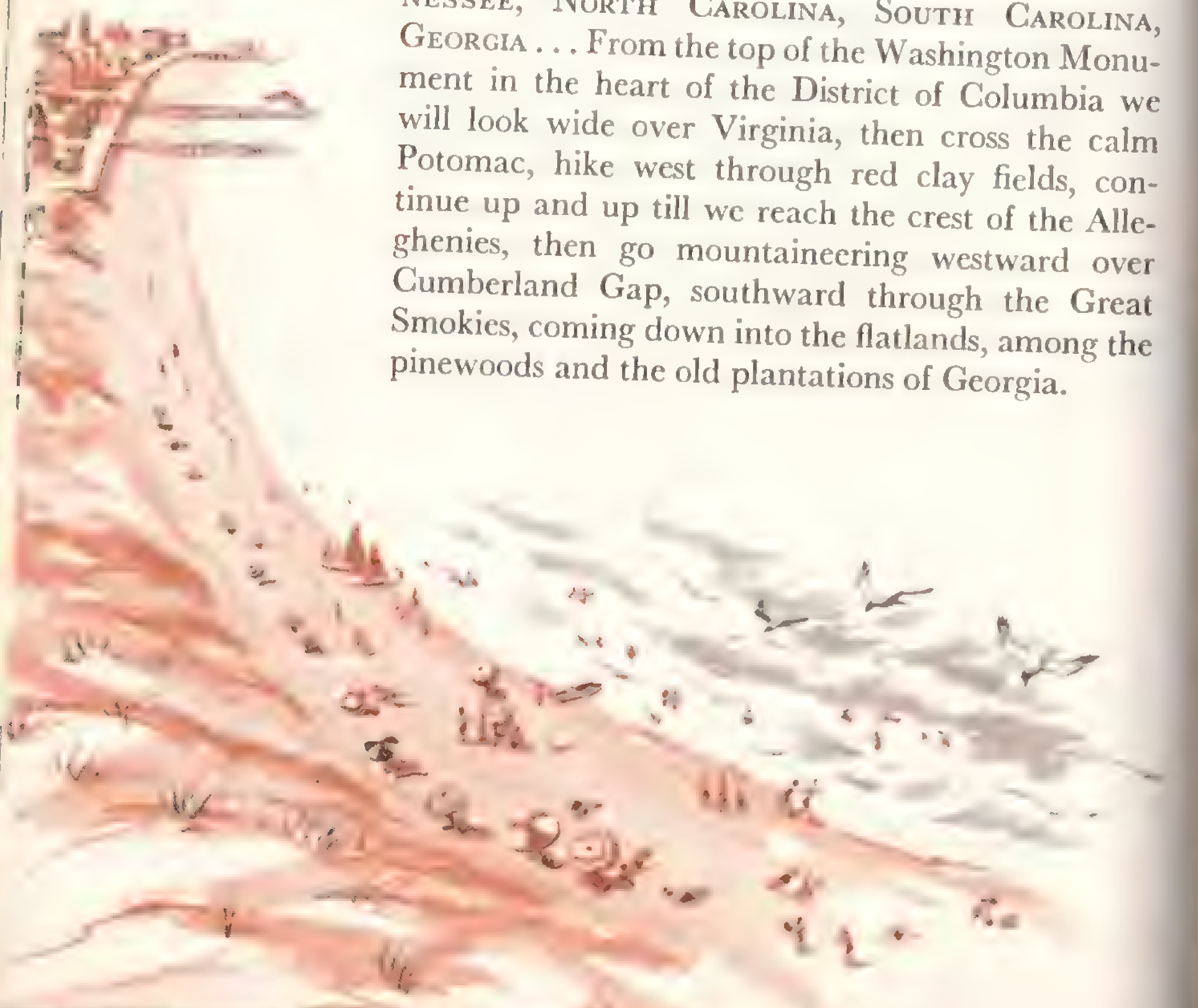


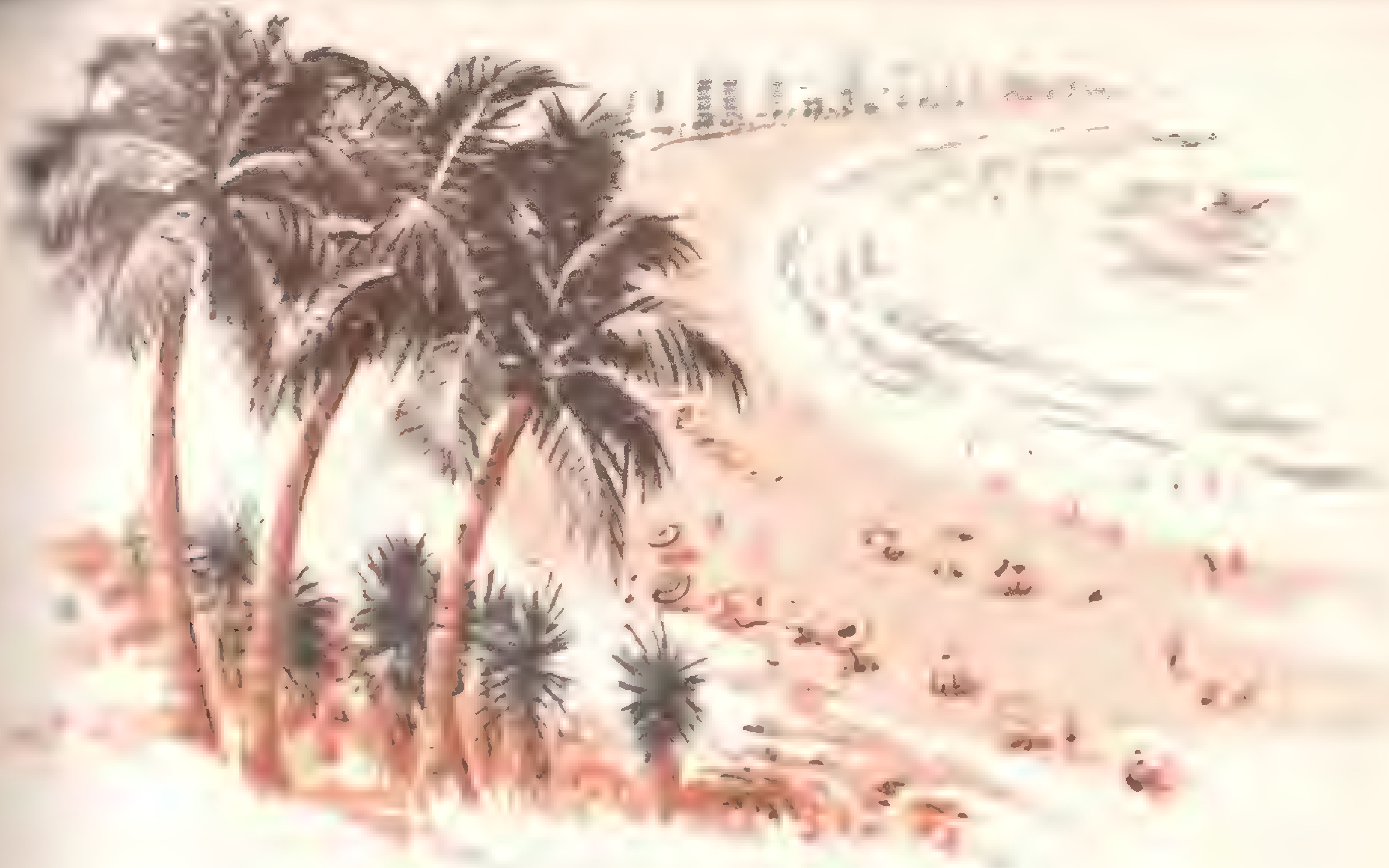
Maine, New Hampshire, Vermont, Massachusetts, Rhode Island, Connecticut . . . We will set out from New England on an early day in spring, at the time when the sap is running strong in her maples, snow still covering the Boston Common. The waves are breaking over the "rock-bound coast" of Maine, singing around Plymouth Rock. Clouds roll low over Mount Katahdin, over the White and Green Mountains, down the bridge of Concord, the village green of Lexington where the first blood was shed for American independence.

. . . New York, New Jersey, Pennsylvania, Delaware, Maryland . . . From the thunder of the Niagara Falls to the hubbub of America's largest city we will hike through New York State, then continue through the fertile farmlands of New Jersey, and along the beaches of Delaware Bay. We'll stop at Valley Forge and at Gettysburg and feel ourselves in tune with our country's past. We'll stand before the Liberty Bell and although it will never ring again, we shall hear it in our minds pealing out its message of liberty throughout the land.

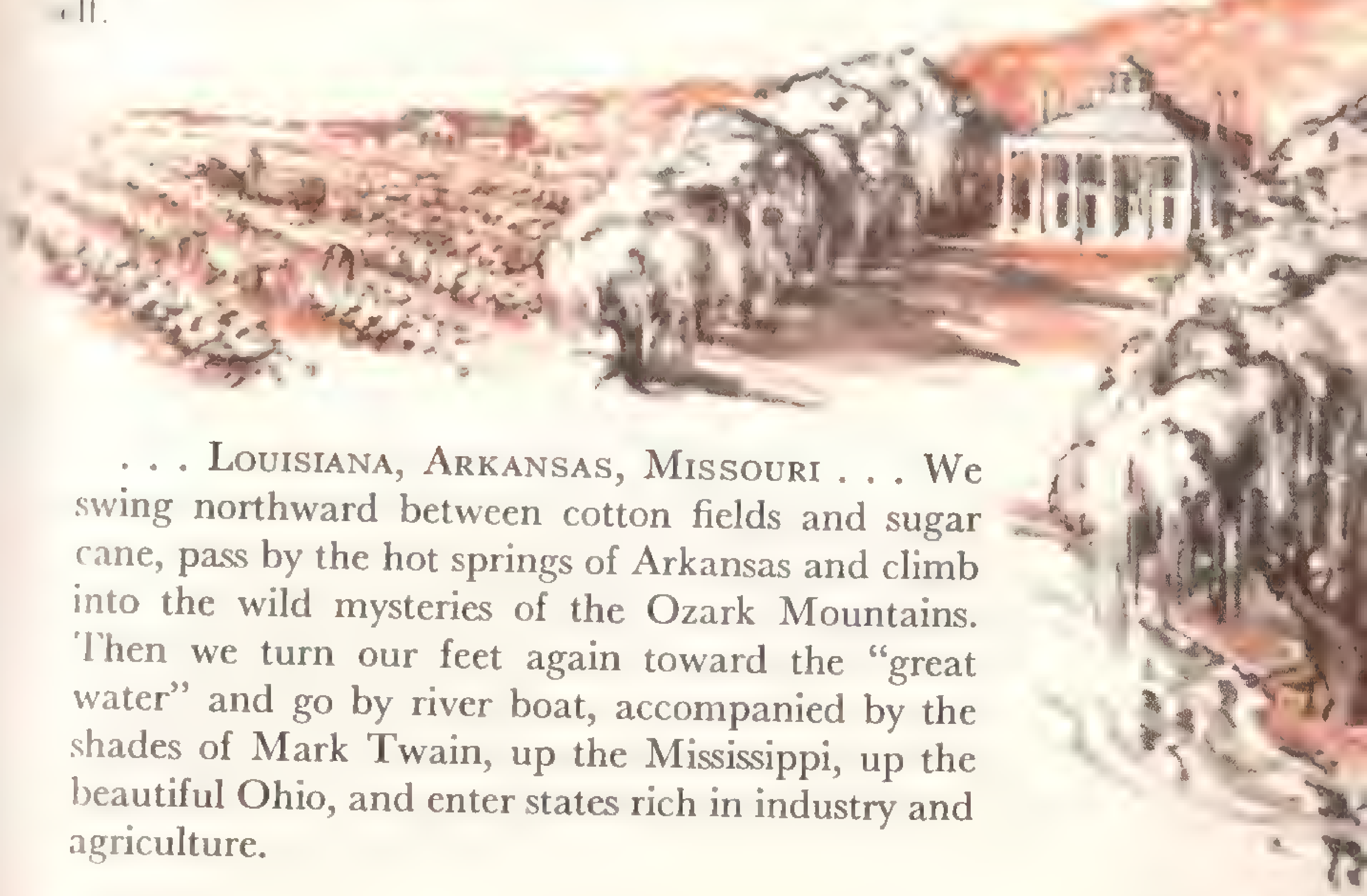


. . . Virginia, West Virginia, Kentucky, Tennessee, North Carolina, South Carolina, Georgia . . . From the top of the Washington Monument in the heart of the District of Columbia we will look wide over Virginia, then cross the calm Potomac, hike west through red clay fields, continue up and up till we reach the crest of the Alleghenies, then go mountaineering westward over Cumberland Gap, southward through the Great Smokies, coming down into the flatlands, among the pinewoods and the old plantations of Georgia.

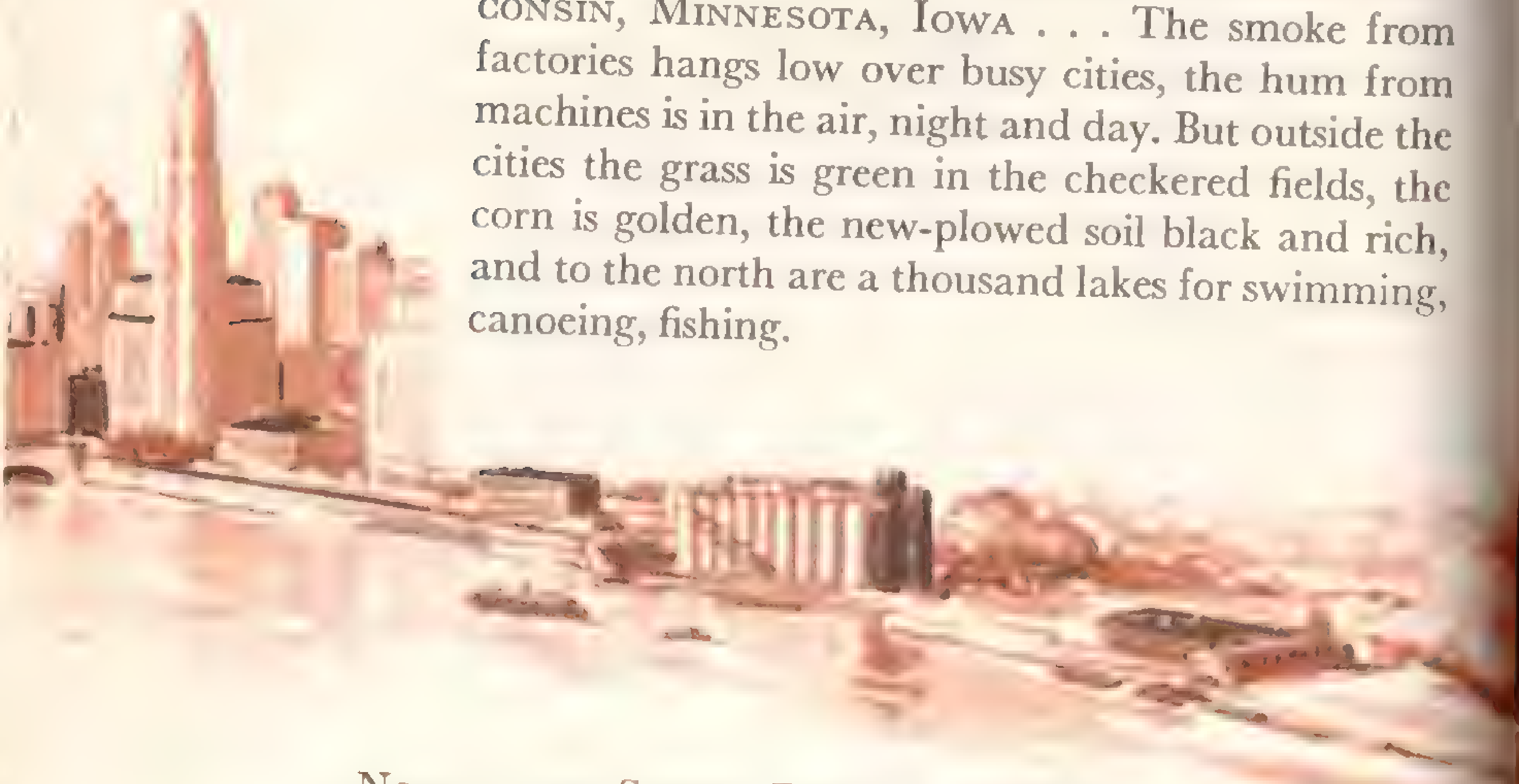




. . . Florida, Alabama, Mississippi . . . We will bask in the sun under Florida's swaying palms, explore the Everglades, then follow the old Spanish Trail along the Gulf where the moss dangles in long beards from gnarled live oak trees, till we strike the "long-flowing" Mississippi—"Old Man River" himself.



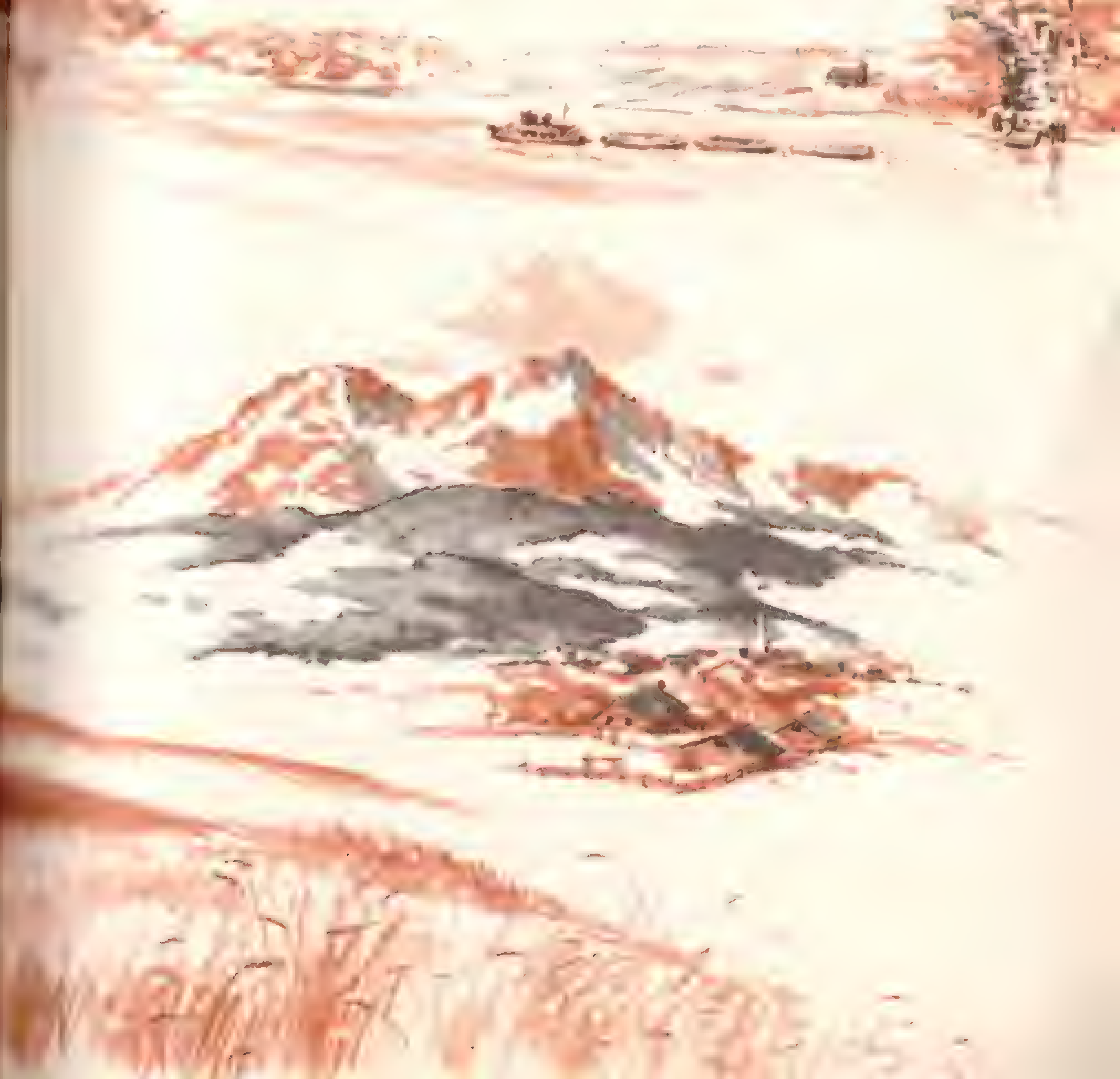
. . . Louisiana, Arkansas, Missouri . . . We swing northward between cotton fields and sugar cane, pass by the hot springs of Arkansas and climb into the wild mysteries of the Ozark Mountains. Then we turn our feet again toward the "great water" and go by river boat, accompanied by the shades of Mark Twain, up the Mississippi, up the beautiful Ohio, and enter states rich in industry and agriculture.

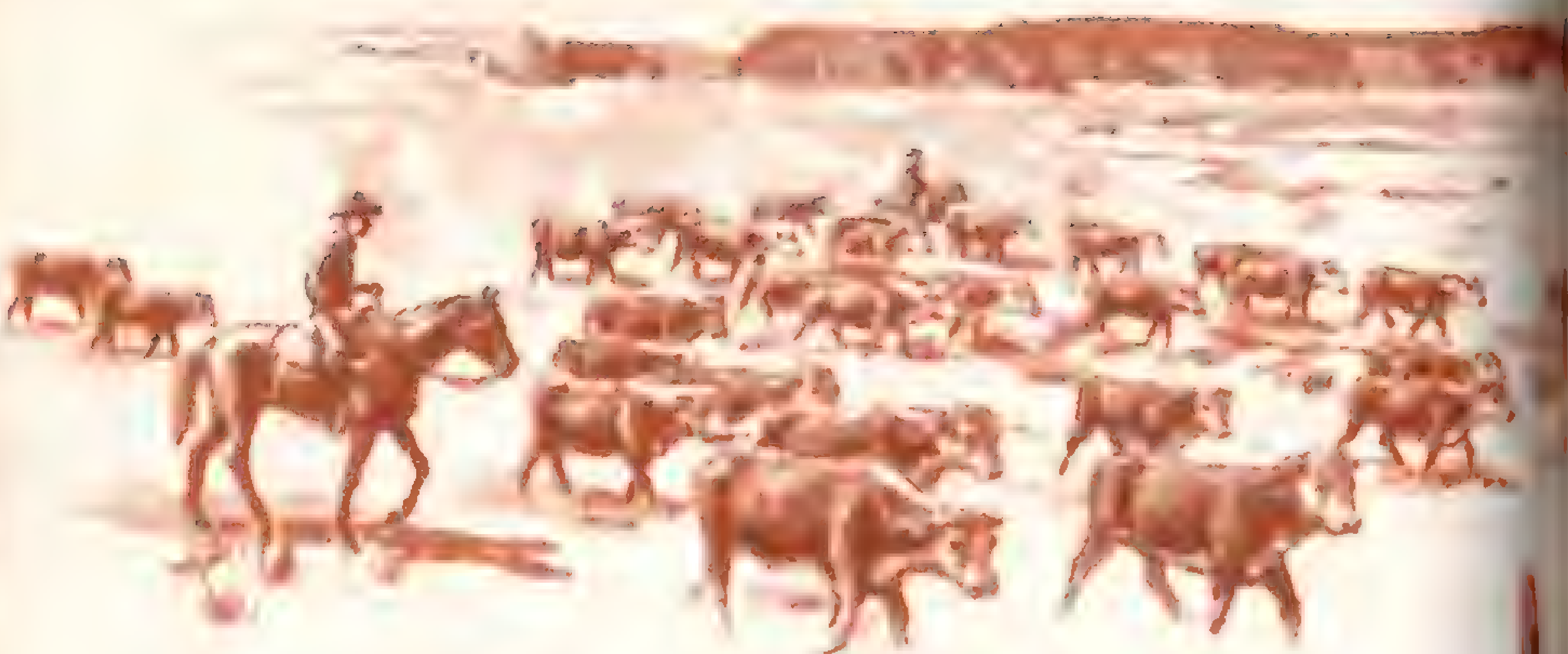


. . . OHIO, MICHIGAN, INDIANA, ILLINOIS, WISCONSIN, MINNESOTA, IOWA . . . The smoke from factories hangs low over busy cities, the hum from machines is in the air, night and day. But outside the cities the grass is green in the checkered fields, the corn is golden, the new-plowed soil black and rich, and to the north are a thousand lakes for swimming, canoeing, fishing.

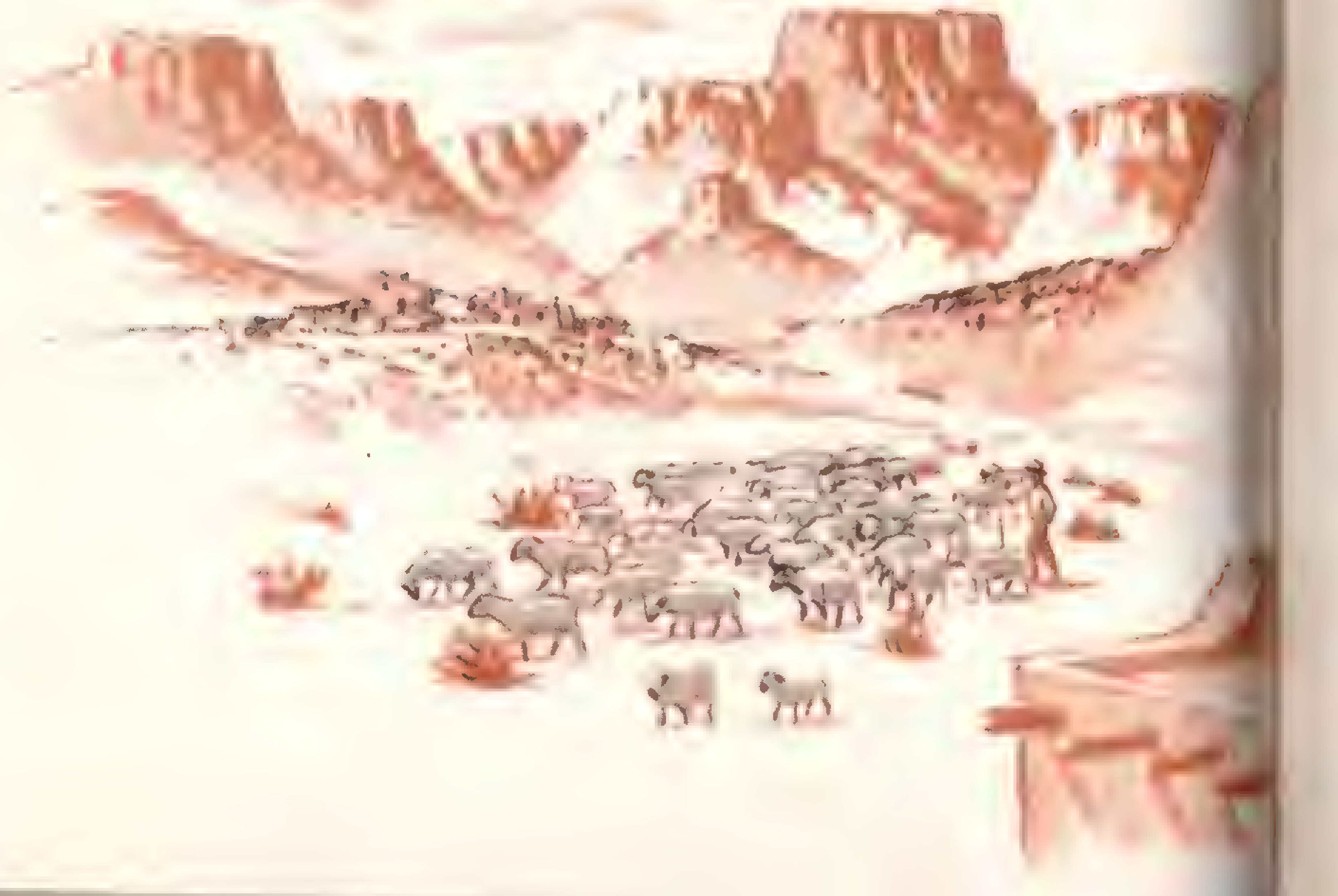
. . . NORTH AND SOUTH DAKOTA, NEBRASKA, KANSAS . . . The Great Plains spread before us as far as the eye can reach. The wind ripples the wheat fields till they look like a yellow sea. A group of trees in the distance indicates a farm, a haze over the horizon the nearest town. Nowhere in our country will you get a feeling of its vastness as vividly as on the Great Plains. The only "islands" that rise above the flat distances are the Black Hills with Mount Rushmore where the faces of Washington, Jefferson, Lincoln, Teddy Roosevelt, carved in sheer rock on the mountainside, look to the future.

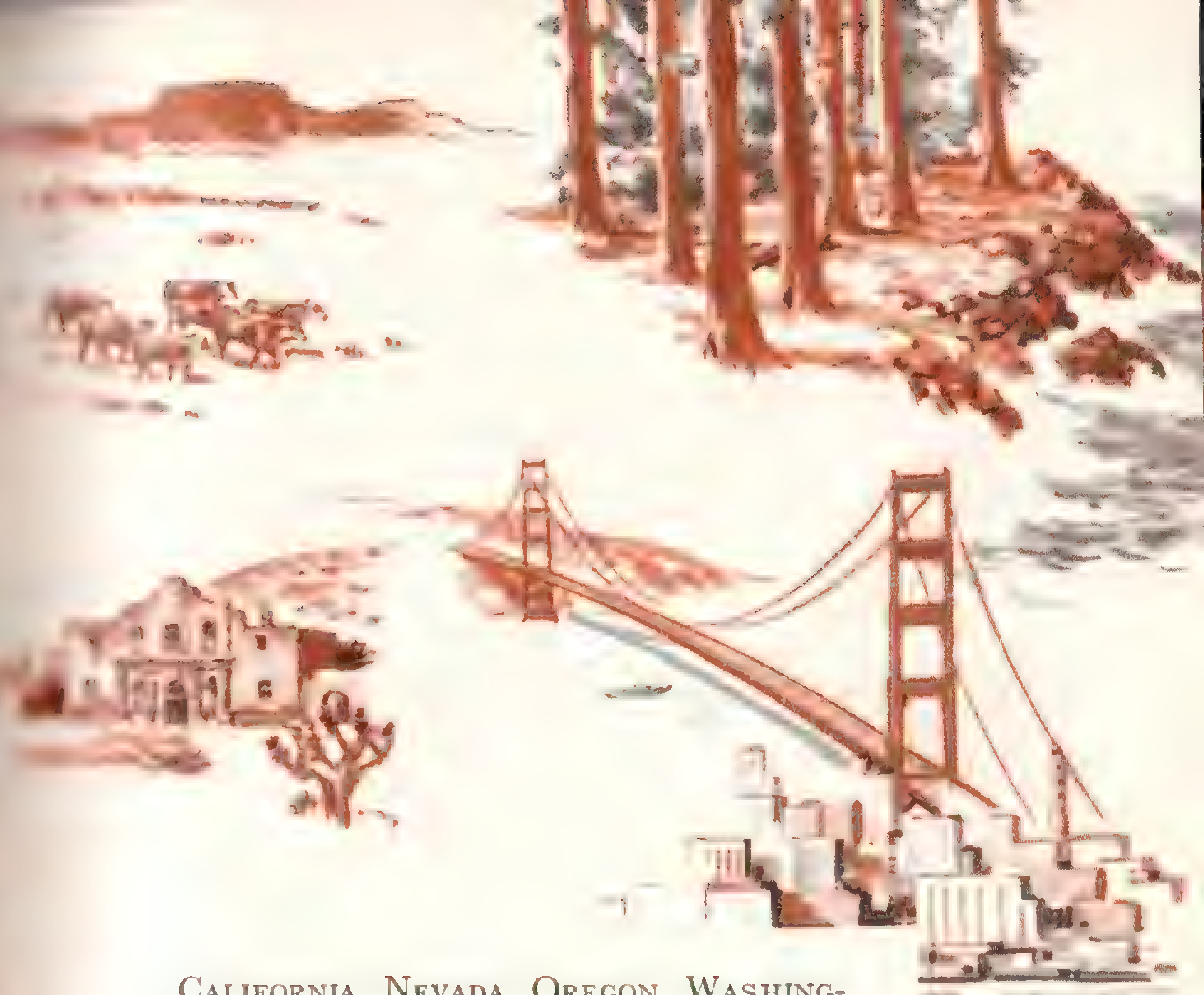
. . . MONTANA, IDAHO, WYOMING, COLORADO, UTAH . . . Beyond the hills the plains stretch out again, and we follow them as they roll westward into still more states. But presently the plains become wavy hills that bump up higher and higher until we climb into the majestic beauty of the Rockies. As we follow the snaking roads, snow-capped mountains rise high above us to one side, to the other are sudden drops of a thousand feet or more. In Yellowstone Park we watch Old Faithful send up its steaming plume. We walk along the white shores of the Great Salt Lake that lies glimmering in the sun, and we scale Pikes Peak that stands like a monument to our Western pioneers.





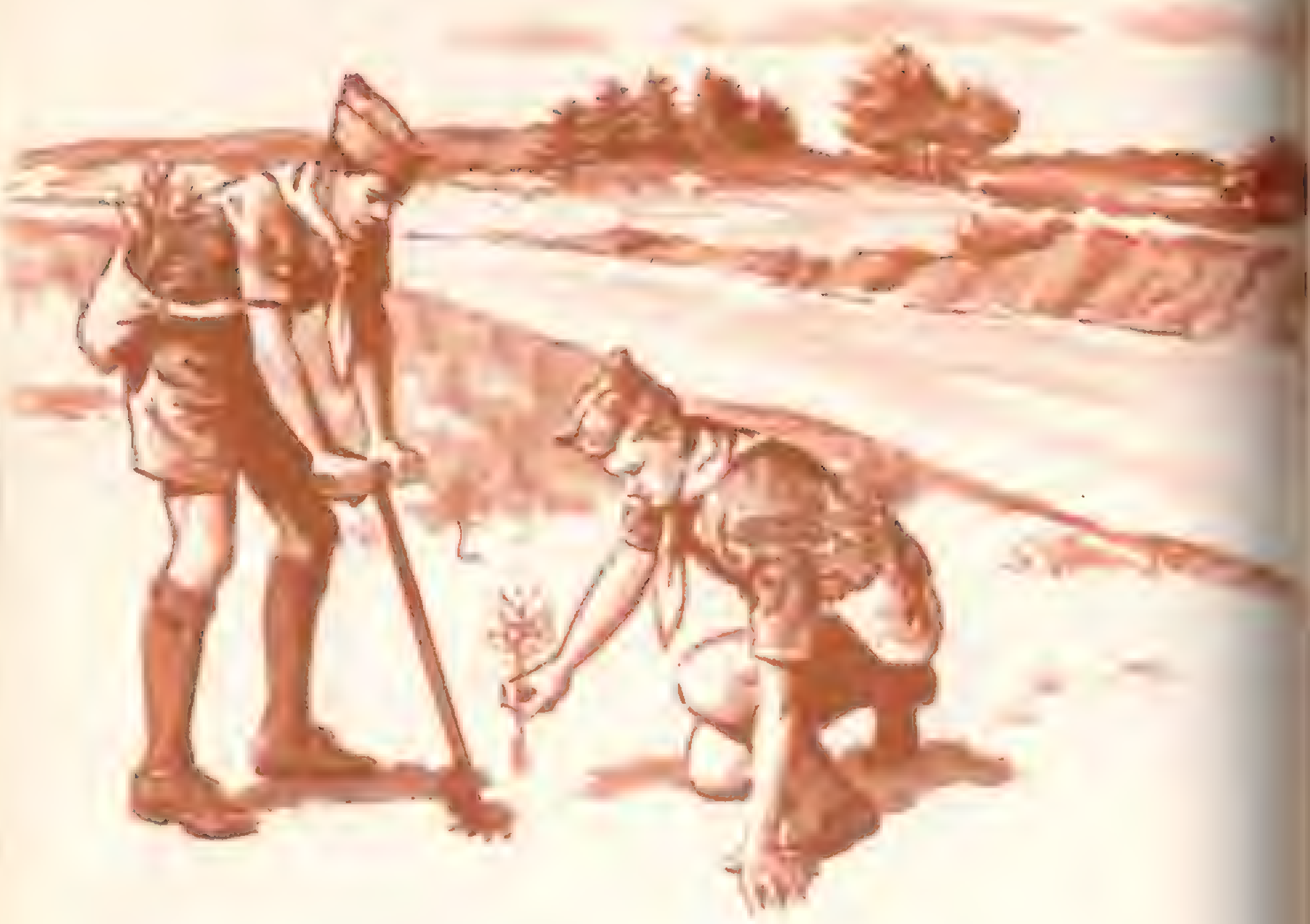
. . . Oklahoma, Texas, New Mexico, Arizona . . . We roam through the oil lands of Oklahoma, the hunting grounds of the old Cherokee Indians, into the immensity of Texas. We are in the land of the cowboy. Cattle by the thousands glare at us from behind strong wire fences. Then we lose ourselves in the underworld caves of New Mexico and heave a sigh of relief when again we see the sky above us, and hike through deserts, glaring yellow and orange and red in the broiling sun, with cactus plants as tall as trees standing solemnly on guard.





. . . California, Nevada, Oregon, Washington, Alaska, Hawaii. California greets us with its sunshine as we wander through it from south to north. But high above the orange groves of the valleys the dark green pines of the snowy Sierras invite us to follow the trail of the eagle — higher, ever higher: Lassen Peak, Mount Shasta, Mount Hood. Then across the mighty Columbia River, and up again, up Mount Rainier itself, till we reach the shining blue waters of Puget Sound where roses bloom in January. After a jump over vast territories of Canada we reach Alaska—one-fifth the size of all the rest of the United States. And finally, we leap across the Pacific to Hawaii—"the loveliest fleet of islands anchored in any ocean," according to Mark Twain.

Our hike is done. We have seen America.
It is vast. It is beautiful. It is rich.
It is OURS—ours to know and to love.



Protect and Conserve the Land

Yes, our country is beautiful, our country is rich. But it will remain beautiful and rich only if every American keeps it so. One of your duties to your country as a Scout is to strive to protect and conserve our land.

The way to do it is to let yourself be guided by the four parts of the Outdoor Code, in your thinking and in the way you act in the outdoors.

Be Clean in Your Outdoor Manners. We sing of America: "O beautiful for spacious skies, for amber waves of grain, for purple mountain majesties above the fruited plain . . ." But as you travel across the country you will find this beauty desecrated by millions of thoughtless litterbugs who have scattered their trash far and wide along our highways, across the countryside, throughout our state and national parks.

It costs more than fifty million dollars a year to pick up the trash along the borders of America's main highways alone. Fifty million dollars! Who pays that enormous bill? Your father does your father and every other American taxpayer. Imagine how much good that money could accomplish if we did not have to spend it to clean up after thoughtless people!

The money waste is bad enough. But think also of the forests that go up in flames because of cigarettes thrown from the cars of some speeding litterbugs. Think of streams being choked with discarded cans, pop bottles, cartons, metal trash, old tires. Think of bathing beaches made unsafe to bathers by broken glass. Think of the beauty of our countryside made unsightly by tons of garbage, newspapers, tin cans, bottles, cardboard boxes, wrappers of all kinds.

The way to stop this litter plague is for you to make up your mind that you will never be a litterbug yourself, to do your part to keep your family from ever scattering any litter, and to join the "war" against litter by helping your local authorities remove the trash that is destroying the beauty of the place where you live. A number of Scout patrols throughout the country have pitched in to clean up five hundred feet of roadside each. If every Scout patrol did this we would soon have America's highways free of litter.

Be Careful with Fire. Throughout your Scouting experience, care with fire has been an important consideration in your hiking and camping. You know exactly what to do to have a safe fire: how to pick the proper spot for it, how to be positive that the fire can't possibly spread, how to extinguish it completely after use.

As a Scout, with eyes in your head, you may occasionally have to watch out for other people's fires. You will immediately, of course, report any forest fire or grass fire to the proper authorities. But besides, if you live in a forest area, you should find out about fire-fighting methods from local wardens or conservation agencies and be prepared to assist in putting out forest fires.

Be Considerate in the Outdoors. When you are visiting other people you always try to behave in such a way that they will want to invite you back.

Behave the same way in the outdoors.

When the first settlers arrived in America, the whole vast country belonged to everybody. Today, every square inch belongs to somebody—it is privately owned, or state or federal property. Wherever you go, you are someone's guest—act like one!

No guest would think of breaking his host's windows or carving up his host's furniture—neither would a Scout damage property he comes upon hiking, or destroy trees and shrubbery where he is camping. No guest would keep a household awake by brawling far into the night—neither would a Scout keep nearby campers from sleeping by loud-mouthed behavior.

Be Conservation-Minded. The early explorers found America a land full of natural resources of tremendous value. Forests covered a large part of the country. There was an abundance of fertile soil. Woods, prairies, and streams teemed with wildlife. Minerals of all kinds lay hidden in the ground. The resources were so vast that it seemed as if they could never be used up. So forests were cut and prairies broken and turned into farmland. Water from rivers and lakes was used for factories and mills. Wildlife was slaughtered for food or for sport. Minerals were used in great quantities.

Within a short time, the results became obvious. Where previously forest soil held the water, the exposed land shed heavy rains, causing destructive floods. Fertile topsoil was washed away—or blew away in dust storms. Rivers were filled with silt from eroding farms and wastes from factories. Timber shortages seemed to threaten. Minerals and oil showed signs of giving out.

At last America woke up! Forward-looking Americans realized that a strong conservation program was needed if future citizens were to share in the resources that are the heritage of every American.

From the day of its founding, the Boy Scouts of America has been one of the strongest fighters in the conservation battle. You will want to be in there fighting, too!

Two things are required: first, that you recognize the need for conservation; second, that you do something about it.

To recognize the need, all you have to do is to look around you. Wherever you hike in the outdoors you will notice where good conservation practices are followed and where they aren't. You will learn from the good ones—and may be able to help improve the situation where poor practices are used.

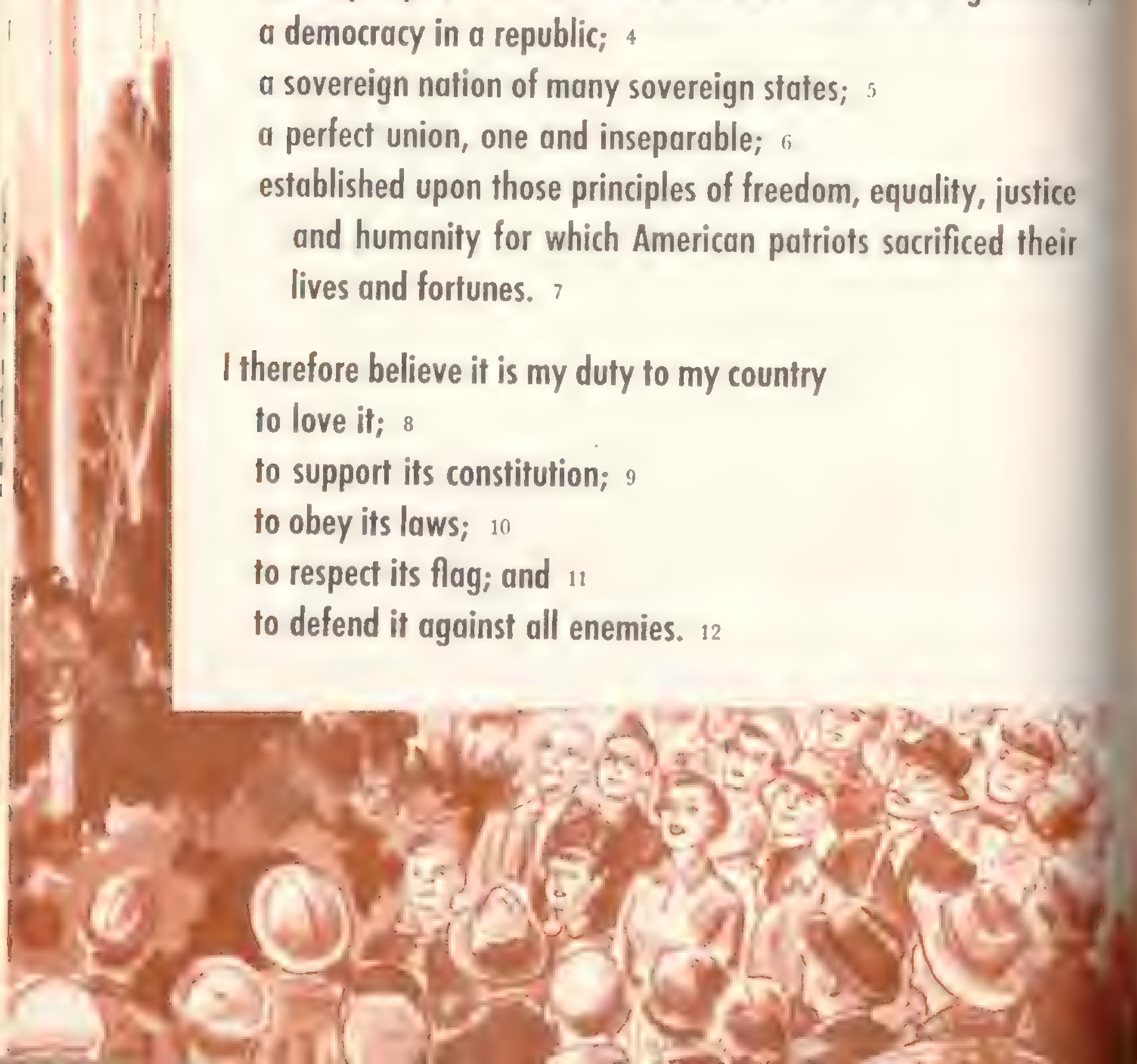
To do something about conservation, you must know how to go about it. One of the best ways is to earn the merit badges in the conservation group. In working for the Soil and Water Conservation badge, for instance, you'll learn the importance of soil and water to human welfare; you will have a chance to experiment with these resources; you will find out how best to conserve them; you will carry out projects that will benefit your community. While earning the Forestry merit badge, our great dependence on our forests will become evident to you; you will learn the best practices for growing a forest, for improving it, for harvesting mature trees. The requirements for the Wildlife Management merit badge will take you out into woods and fields to find how wildlife lives; you will get to know the needs of mammals, birds, and fish—how to provide them with food and cover, what practices are necessary to maintain a healthy stock of them for the future.

In addition to your personal efforts working on conservation merit badges, you will have a chance to work with your patrol and troop on conservation projects. Then, as your interest deepens, you may be the one to set up projects for the other Scouts in the patrol and the troop—showing in this way that you have truly become "conservation-minded."

The American's Creed

I believe in
the United States of America as a 1
government of the people, by the people, for the people; 2
whose just powers are derived from the consent of the governed;
a democracy in a republic; 4
a sovereign nation of many sovereign states; 5
a perfect union, one and inseparable; 6
established upon those principles of freedom, equality, justice and humanity for which American patriots sacrificed their lives and fortunes. 7

I therefore believe it is my duty to my country
to love it; 8
to support its constitution; 9
to obey its laws; 10
to respect its flag; and 11
to defend it against all enemies. 12



Our Democracy

To you and me, America is the finest country in the world. But it is not just the land we love, it is also the kind of life for which America stands—our democracy.

It is your duty as a Scout and as an American to help keep that democracy alive. To do this, you must know the true meaning of America, you must believe in her form of government, you must be willing to do your part to keep America great.

The American's Creed sums up, in the words of great Americans, the things for which America stands. It points out your rights and privileges and your duties as an American citizen.

"I BELIEVE IN THE UNITED STATES OF AMERICA . . ." The United States of America—that's the name of our country, given it by the men who founded it. United, the people of America have worked to give it its present high standards of living. United, we can go on to even greater prosperity and happiness.

". . . AS A GOVERNMENT OF THE PEOPLE, BY THE PEOPLE, FOR THE PEOPLE . . ." Of, by, and for the people—not just some of them, but all of them. Not just the rich or the poor, not just people of one race or one creed, but *all* the people—the people to which the Declaration of Independence refers when it says: "All men are created equal . . ."—not equally gifted or equally rich, but equal under law.

". . . WHOSE JUST POWERS ARE DERIVED FROM THE CONSENT OF THE GOVERNED . . ." Every year, on Election Day, adult Americans have the right and duty to go to the polls and cast their

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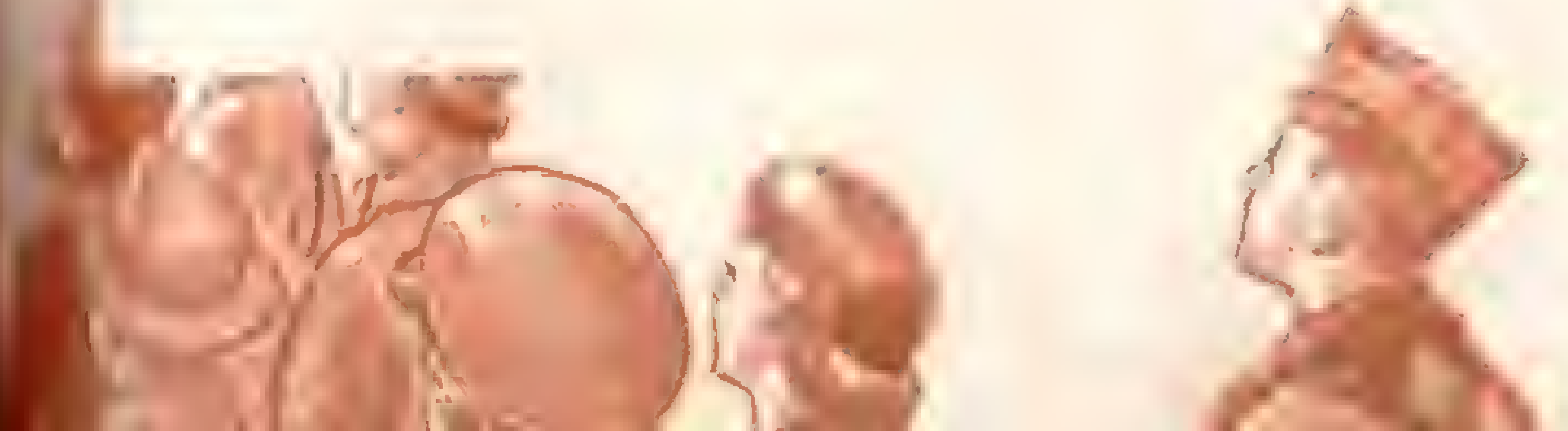
The American's Creed was developed by William Tyler Page, clerk of the United States House of Representatives in 1917, in answer to a national contest for such a creed. He incorporated in a brief, clear statement the basic American traditions and ideals, as expressed by the founders of our country and by its leading statesmen and writers.

Key to the The American's Creed: 1. Closing words of Preamble to the Constitution; 2. Lincoln's Gettysburg Address; 3. Declaration of Independence; 4. James Madison in *The Federalist*, No. X; 5. Speech by Daniel Webster, Jan. 26, 1830; 6. Preamble to the Constitution; 7. Adapted from closing words of Declaration of Independence; 8. Speech by John Hancock; 9. United States Oath of Allegiance; 10. George Washington's Farewell Address; 11. War Department Circular, April 14, 1917; 12. Oath of Allegiance.



vote about the way they want to be governed. The will of the majority becomes the will of the people—but nothing interferes with the right of the minority to think and say what they like.

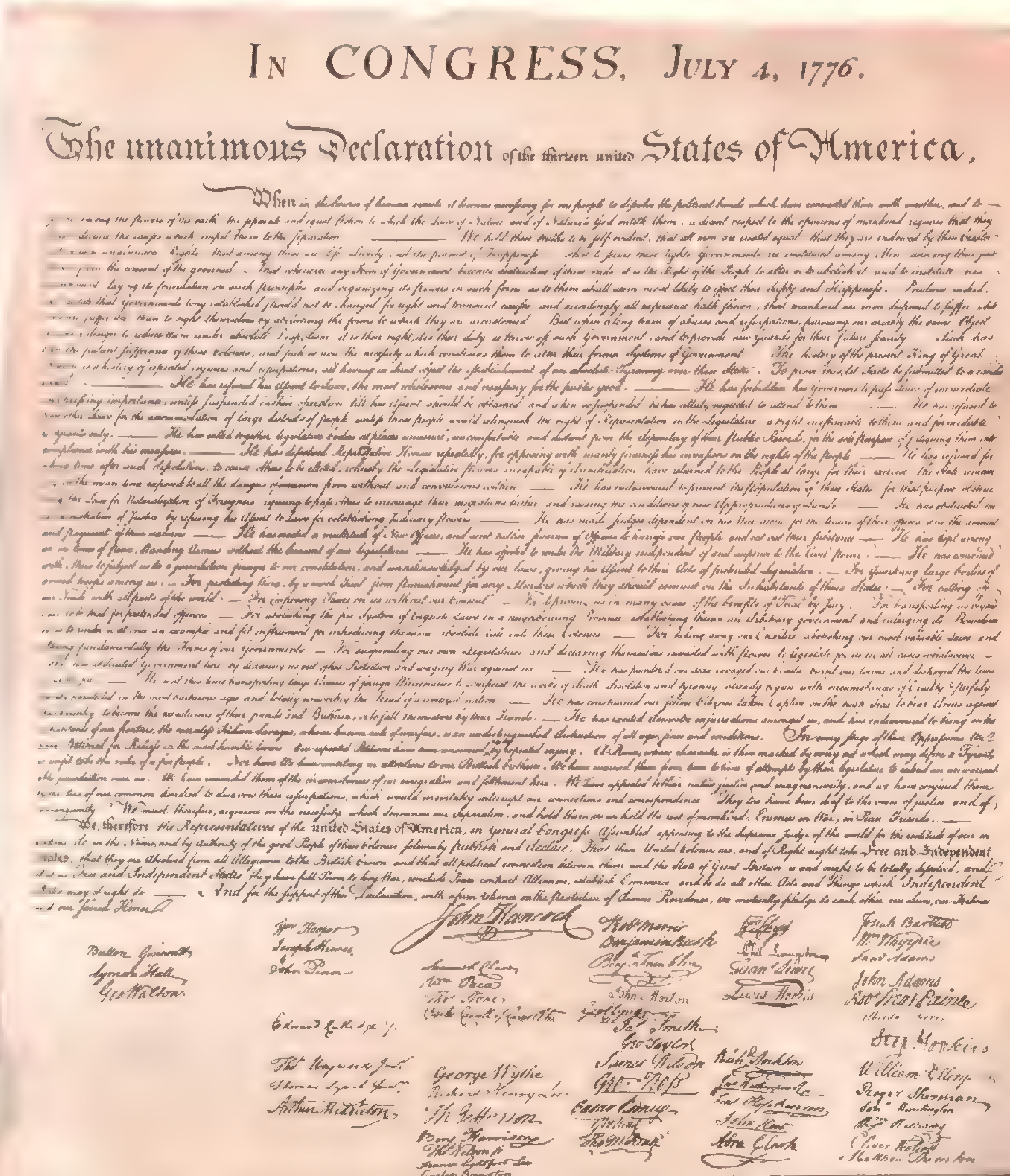
"... A DEMOCRACY IN A REPUBLIC ..." The word "democracy" itself tells of our form of government. It has come to us from the Greek: *demos,* the people, and *kratein,* to rule. But imagine more than 180,000,000 people getting together some place at one time to rule a country! Such "absolute" democracy works all right in a small body such as a Scout patrol, but it wouldn't work in a whole country where the people are spread out over millions of square miles. Our democracy is therefore the "representative" kind of democracy in which the governing is done by representatives who are elected by the people and are responsible to them. A country ruled in this way is called a "republic."

"... A SOVEREIGN NATION OF MANY SOVEREIGN STATES ..." The government of our nation is located in Washington, District of Columbia, the capital of our country. Here, the Congress enacts federal laws, the Supreme Court interprets them, the executive branch of our government carries them out. But in addition, fifty separate state governments in fifty state capitals enact laws to suit the conditions of their "sovereign" states.

"... A PERFECT UNION, ONE AND INSEPARABLE ..." The aim of the Founding Fathers was to establish "a perfect union." But they realized that no union could be "perfect" if it were based solely on human beings with all their faults. They therefore relied on Divine Providence in setting up what they hoped would be a "perfect union." Today, in the motto of our country, we express that same conviction that our union can be perfect only by God's help: "In God We Trust."

"... ESTABLISHED UPON THOSE PRINCIPLES OF FREEDOM, EQUALITY, JUSTICE, AND HUMANITY FOR WHICH AMERICAN PATRIOTS SACRIFICED THEIR LIVES AND FORTUNES ..." Thousands of Americans gave their blood to create our democracy. Millions of loyal men and women have fought to keep it. In the struggle, more than half a million died on the battlefields. The willingness

The Declaration of Independence is kept in Washington, D. C.



IN CONGRESS, JULY 4, 1776.

The unanimous Declaration of the thirteen united States of America, of these many Americans to *die* for our country should make all of us even more determined to *live* for it.

". . . I THEREFORE BELIEVE IT IS MY DUTY TO MY COUNTRY T LOVE IT . . ." America is your country—her soil feeds you, he laws protect you and give you "the right to life, liberty, and th pursuit of happiness." America deserves your love. America has right to expect you to express that love in your deeds, in the wa in which you train yourself for American citizenship.

". . . TO SUPPORT ITS CONSTITUTION . . ." The Constitution o the United States explains your rights as a citizen of our countr —your right to religious liberty, to freedom of speech and of th press, to assemble peaceably, "to petition the government for redress of grievances," to be secure in your person and propert to justice under law. By supporting the Constitution you keep all these rights. But remember that the rights that are yours are th rights of others as well. You have the right to worship God in your own way—see to it that others retain *their* right to worshi God in *their* way. You have the right to speak your mind without fear of prison or punishment—ensure that right for others, even when you do not agree with them.

". . . TO OBEY ITS LAWS . . ." The law of your state, are written by the representatives of the American people for the good of all Americans. These laws govern much of our behavior in our daily lives. They draw the line between what is right and what is wrong and protect us against those who ma want to do us ill. By obeying them you strengthen them and maintain the protection they afford.

". . . TO RESPECT ITS FLAG . . ." The flag is the symbol of ou country. When we show it our respect we show our respect and love for all that is America—our land, our people, our way of life. As a Scout you have learned how to handle the flag respectfully, how to display it, how to salute it. By following this teaching all through your life you will always know how to pay th flag the respect it deserves.

". . . AND TO DEFEND IT AGAINST ALL ENEMIES." It is the fervent prayer of all of us that never again shall American men

die on the battlefield. The way to ensure this is to help keep America strong and prepared to stand up against any foreign power that might desire to destroy us. But it is just as important to defend America against the enemies within our own borders—enemies who sow the seeds of distrust among our people, who try to stir up hatred, who attempt to ruin others by lies and smears, who break our laws.

The American's Creed is *your* creed as an American boy. By studying the creed you will know what is expected of you. By following it you will prove yourself a true American.

The Constitution of the United States of America took effect in 1789.

We the People
Article I

SCOUT LAW

A Scout is
TRUSTWORTHY
A Scout is
LOYAL
A Scout is
HELPFUL
A Scout is
FRIENDLY
A Scout is
COURTEOUS
A Scout is
KIND
A Scout is
OBEDIENT
A Scout is
CHEERFUL
A Scout is
THRIFTY
A Scout is
BRAVE
A Scout is
CLEAN
A Scout is
REVERENT

OBEYING THE SCOUT LAW

Two brothers once decided to leave their home town and move to the big city.

Outside the city gates one of the brothers met an old man.

"How are the people here?" he asked.

The old man looked searchingly at the youngster. Finally he asked, "How were the people in your home town?"

"Aw, they were always grumpy and unwilling to help. There wasn't a single one among them worth bothering about."

And the old man said, "You will find the people here exactly the same."

A little while later the other brother came along.

"How are the people in this city?" he asked.

The old man studied him for a while. Then he spoke as before. "How were the people in your home town?"

"Fine!" said the other brother. "Always cheerful, always kind and ready to help."

"You will find the people here exactly the same," said the old man again—for he was a wise old man who knew that the way people act toward you depends on how you act toward them.

SCOUT OATH OR PROMISE

ON MY HONOR I WILL DO MY BEST
TO DO MY DUTY TO GOD AND MY
COUNTRY AND TO OBEY THE SCOUT
LAW; TO HELP OTHER PEOPLE AT
ALL TIMES; TO KEEP MYSELF
PHYSICALLY STRONG, MENTALLY
AWAKE, AND MORALLY STRAIGHT.

What Others See. Several points of the Scout Law have to do with your behavior toward people with whom you come in contact. These people have a chance to judge whether you are trustworthy, loyal, helpful, friendly, courteous, kind, obedient, and cheerful. You prove all these things in your everyday actions.

The most important of these people are the members of your own family. They must be able to trust you and depend on you. The way you act in your own home shows better than anything else what kind of boy you are.

Other people you deal with soon discover that you can be trusted by the way you keep your promises. They see your loyalty in the way you act at home and in school. They notice your willingness to be of help. They feel your friendliness and courtesy. They observe your kindness to animals and your obedience to your parents, your teachers, your leaders. They respond to your cheerfulness.

You will know from the way they act toward you how well you are obeying these points of the Scout Law.

What You Know within Yourself. The way you live up to the remaining points of the Scout Law—thrifty, brave, clean, and reverent—is hidden to other people. Some of these traits have certain outward signs—but it is what happens within your heart that makes you know to what extent you have obeyed them.

Thrift, for instance, is more than going to the bank teller's window and passing over money—it is the way you make use of your earnings, your time, your abilities. Bravery is not often shown in heroic deeds—it is more often a matter of overcoming your fear, a decision within yourself to do what is right regardless of the consequences. Cleanliness is more than having a clean face and clean hands—only you know whether your thoughts are clean. Reverence is more than going to church or synagogue—it is the way your faith makes you act when only God is your witness.

HELPING OTHER PEOPLE

When you dedicated yourself to the Scout Oath, you promised to "help other people"—not once or twice, but "all the time."

As you have moved onward and upward in Scouting, your eyes have been opened to the needs of other people, you have learned skills for serving these needs, and the daily Good Turn has become a habit.

To people who know about Scouting, the daily Good Turn is one of the finest features of our movement. The record of Good Turns, small and large, that have been done by Scouts since the day Scouting was founded is truly impressive. You have every reason to be proud of the record established by your brother Scouts.

Think of the small everyday things done by individual Scouts, by patrols and by troops: assistance to the weak and the old, service to the sick, first aid to injured people, help in directing traffic, tree planting, bird feeding, and numerous other things.

Then think of the services Scouts have done for their country in two world wars—service upon service, day in and day out; salvaging aluminum, paper, rubber, and iron; selling bonds; distributing government pamphlets and posters; helping the Red Cross; doing civil defense duty. And the services during peace time: our National Conservation and Safety Good Turns, our get-out-the-vote campaigns.

And think of the part Scouts have played over the years in great natural disasters—the Mississippi flood, the St. Louis tornado, the New England hurricane—caring for wounded, putting up emergency kitchens, establishing messenger service, aiding the police, helping relief workers. The accounts of those disasters carry with them the story of service by Scouts—at times, service until death.

What Scouts have done, Scouts can do! What has been done by others YOU can do! But remember: those others were trained, prepared, willing to help other people.

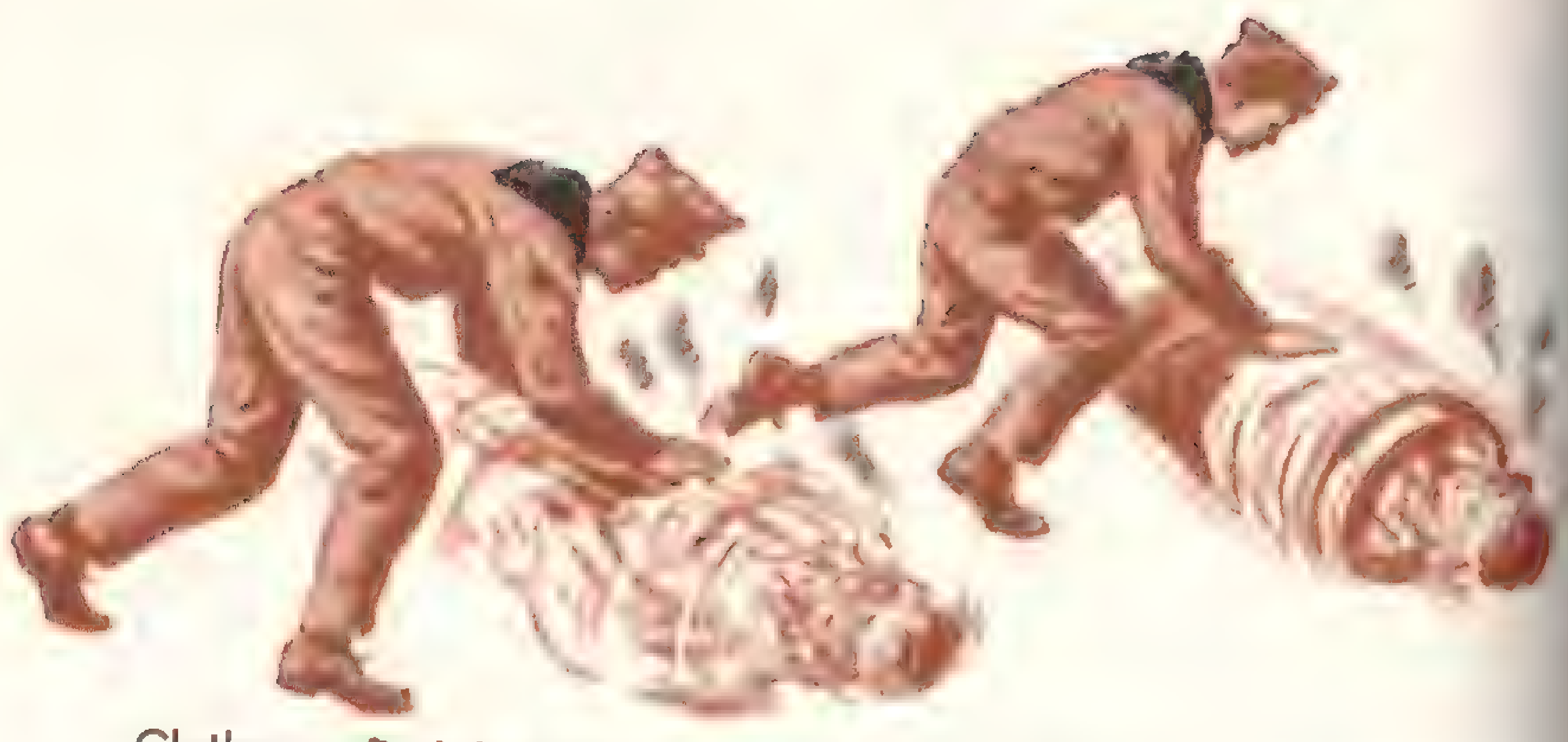
So get yourself trained to meet any accident, any emergency. Then when the chance comes, you will be ready to do your part, ready to keep alive the tradition of Scout service.

Fires

A Building on Fire. Every year, more than six thousand Americans are burned to death! You may help hold down this ghastly number by going into action at once if you see a building on fire.

The first thing to do is: GET THE PEOPLE OUT! Yell, hammer on the door, ring the bell—GET THEM OUT! If the building has an alarm system, set it off.

Next: CALL THE FIRE DEPARTMENT. You learned how to do this as a Tenderfoot Scout (see page 69). Keep remembering it for the rest of your life!



Clothes on fire! Get the victim to the ground and beat out the flames.

While waiting for the fire engines, figure out if there is something you can do—then do it with a cool head.

Finally, OFFER YOUR HELP where you are needed most.

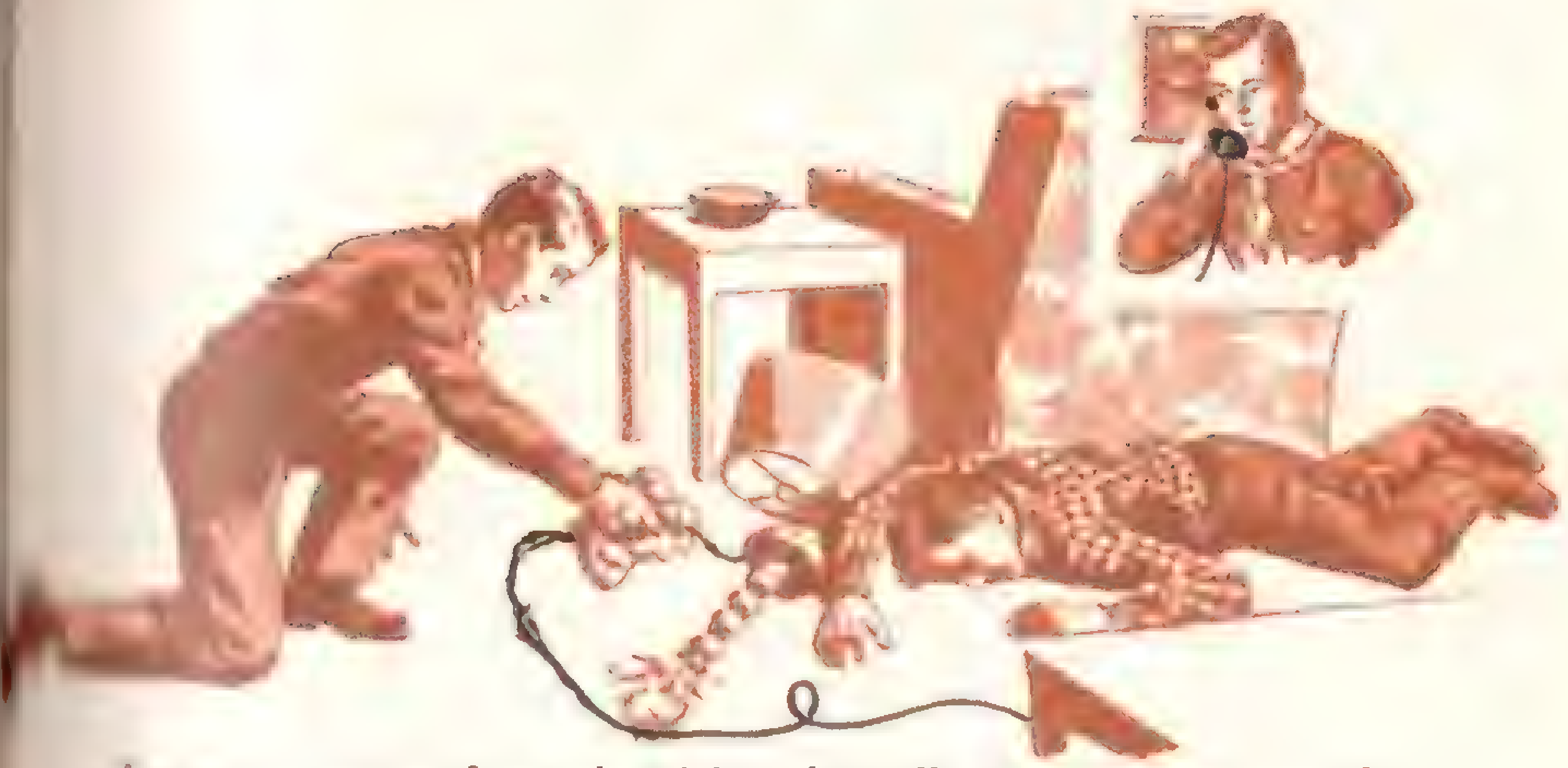
A Person on Fire. A person's clothes may catch fire from an open flame, or from burning kerosene, oil, or gasoline. The victim's first impulse is to run. It is the worst thing to do. Instead of putting out the fire, running fans the flame.

Rush up to the person, get him quickly to the ground, then roll him over slowly, beating out the flames with your hands. But be careful that your own clothes do not catch fire. If there is a blanket or a rug handy, wrap it around the victim to smother the flames. When the fire is out give him first aid for his burns.

Live Wires

After a storm, someone may stumble over a live wire that has been knocked down; or someone trying to fix an electrical outlet may get a shock; or under certain conditions faulty house wiring may cause an electric accident. Often the victim getting the shock is thrown clear of the wire that caused it and can be given first aid right away. However, if he is still grasping the wire, or lying over it, then it is a matter of fast thinking and fast action.

Electric Accident from House Current. If someone in a home is in contact with a live wire, you can shut off the current by pulling the main switch. Or you can grab the electric cord at a place where it is not bare or wet and pull it from the socket.



To rescue person from electricity, shut off current or remove wire.

If you don't know where the main switch is and can't get the plug pulled out, you will have to try to remove the wire from the victim. To do this, take a DRY handkerchief, DRY towel, DRY sheet, or other cloth, encircle the wire with it, and pull the wire from the victim. Don't touch the wire or the victim. And don't touch grounded objects, such as water pipes.

If you can't encircle the wire with the cloth, use it instead to pull the victim from the wire. Do not touch the victim until he and the wire are separated.

Be sure, in the case of an accident in bathroom or basement, to be particularly careful. It is probably best to pull the main switch or call the electric company. There are too many grounded objects in these places. Also, the floor may be wet and it might be hard to get the victim away from the wire.

If the victim is not breathing after the rescue, start artificial respiration immediately. Call a doctor.

Electric Accident from Outdoor Power Line. Rescuing a person in contact with a live power line outdoors is extremely dangerous business. Do not attempt such a rescue yourself. Call the electric company, police, or fire department instead.

Drownings

Water Accidents. This year, about sixty-five hundred people—mostly boys and men—will drown while swimming or boating or playing in the water. You may have the chance, someday, to prevent one of these drownings.

If you have done lots of camping, you'll have learned to swim and will have had training in lifesaving. When a water accident occurs, it is simply a matter of making use of what you have learned.

The methods are described and illustrated on pages 332-33.

Ice Rescues. During the winter, many people drown by falling through ice. If you witness such an accident, be quick—but think clearly! Decide on a safe way of saving the victim. If you rush headlong out on the ice you'll pretty certainly go in yourself.

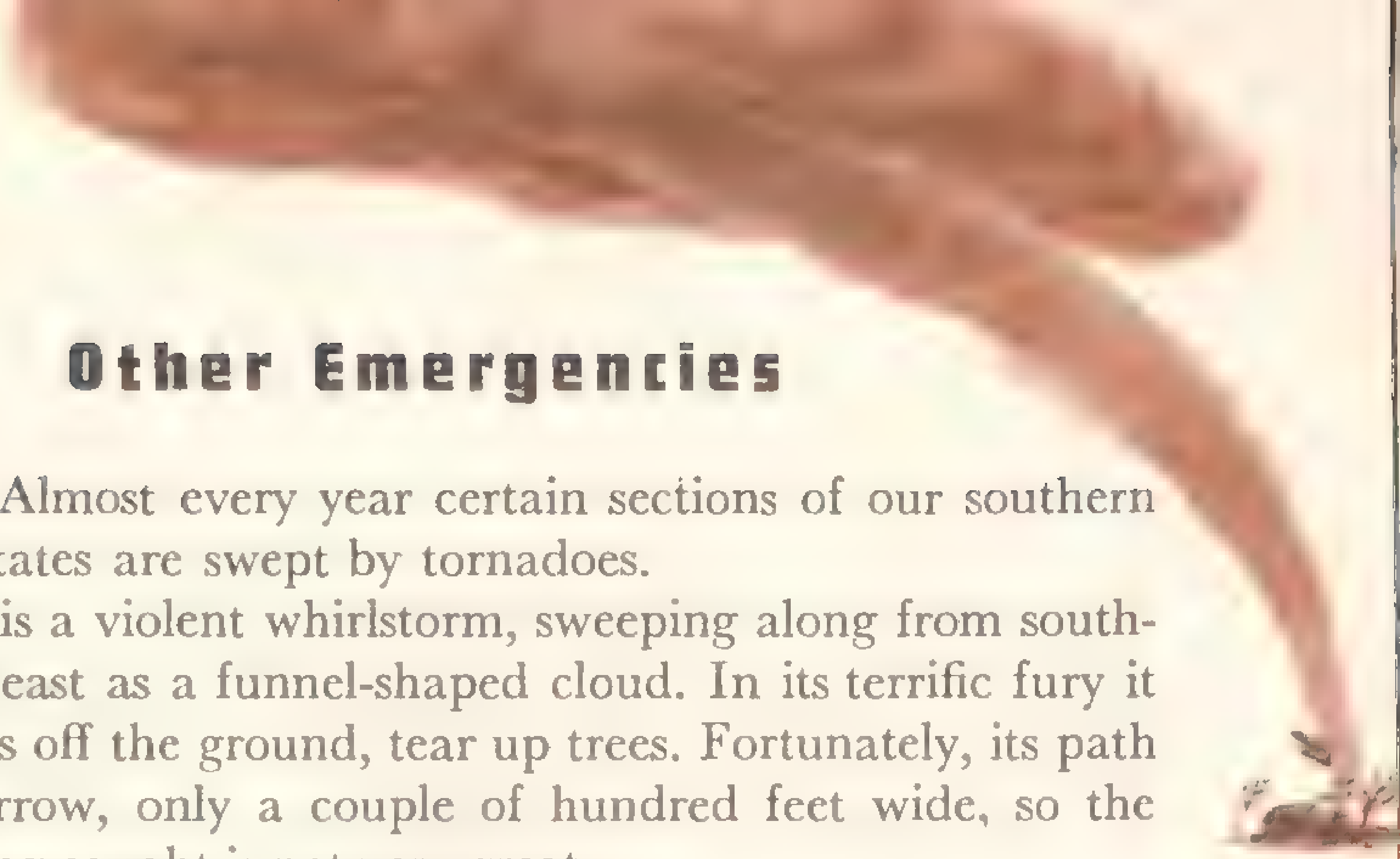
If you can reach the victim from shore with a *pole* or a *coat* or a *rope,* do so. Tie a loop in the rope for the victim to put his arm through. It will be hard for him to hold on with numb fingers. At lakes where there is skating, you will often find an emergency ladder. Push the ladder out until the victim can reach it.

If you have to get to the victim over the ice, the main thing is to distribute your weight over as great a surface as possible. Lie down flat and snake out over the ice until you get close enough to throw the rope. When the victim has a firm grasp on it, dig in your skates, then pull him out.

If helpers are available, form a human chain. You crawl out on the ice while someone holds on to your ankles, someone else to his. Grasp the victim by the wrists and snake back.

After you have removed a victim from the ice, keep him moving, if possible. Help him *run* home. Running will bring back some of the body heat. At home, he should undress, rub down with a towel, get into bed. Give him a hot drink.

Of course, if the victim has stopped breathing, artificial respiration should be started immediately.



Other Emergencies

Tornadoes. Almost every year certain sections of our southern and central states are swept by tornadoes.

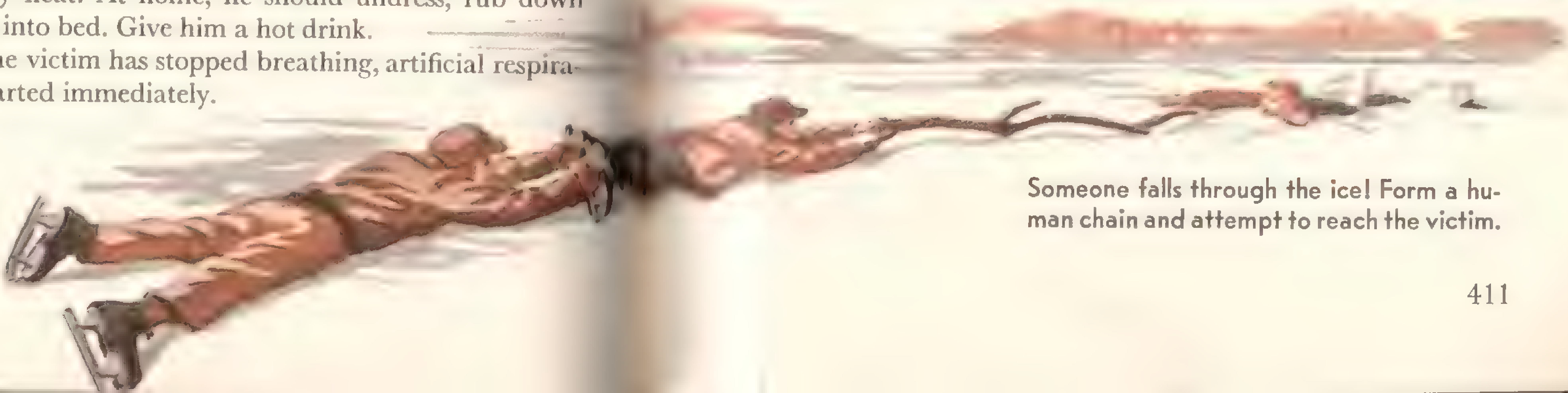
A tornado is a violent whirlstorm, sweeping along from southwest to northeast as a funnel-shaped cloud. In its terrific fury it can lift houses off the ground, tear up trees. Fortunately, its path is usually narrow, only a couple of hundred feet wide, so the chance of being caught is not very great.

The safest place to be during a tornado is underground in a storm cellar. In a home without a storm cellar, a corner of the basement nearest the approaching tornado is safest. If in a basementless house, seek shelter elsewhere.

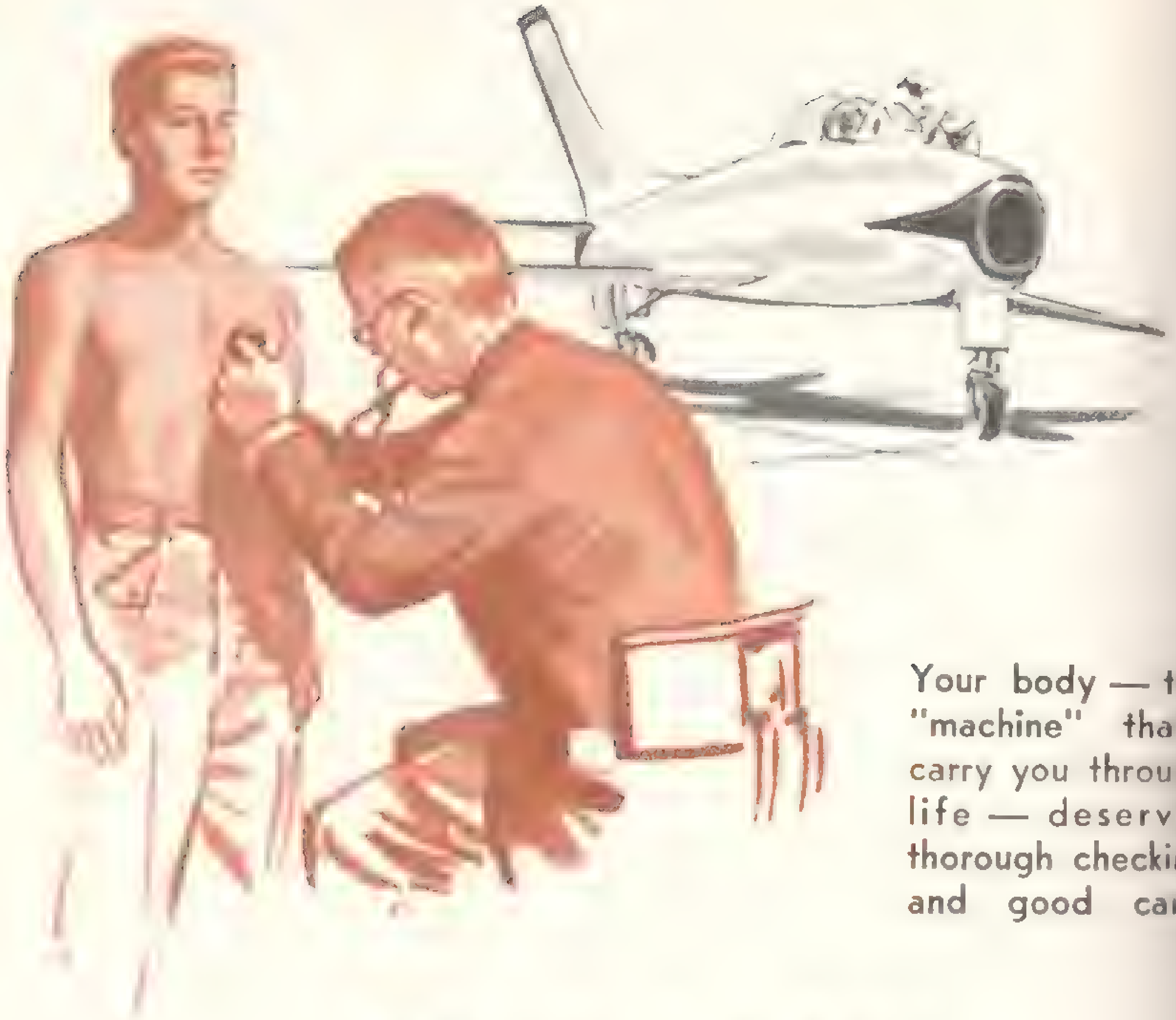
If you are caught in the open with a tornado cloud directly southwest of you, and you can't get to safety, lie down flat in the nearest ditch, ravine, or other depression. Sometimes you can sidestep a tornado by running quickly toward the northwest or southeast, at right angles to its path.

Floods. In river valleys the thaws of early spring may bring ruin and destruction. When a sudden warm spell melts the snow in upstream mountains and sends the water foaming down, rivers often rise above their normal banks.

Most of the time there's plenty of warning before real danger comes. You can be of service to the authorities by helping people move out of their homes and directing them to high ground.



Someone falls through the ice! Form a human chain and attempt to reach the victim.



Your body — the "machine" that'll carry you through life — deserves thorough checking and good care.

PHYSICALLY STRONG

Imagine yourself at Idlewild, New York—one of the busiest air terminals in the world. A whole string of tremendous jet planes are lined up for hops to Europe or South America or around the world. The passengers stream on board. The crew members are at their posts.

The pilots know exactly where they are going and the steps for getting there. But how do they make sure that they'll reach their goal and return?

Do they have their planes thoroughly checked before take-off? You bet your life they do.

Do they have their instruments tested? Of course they do!

Do they have all possible defects corrected before they speed down the runway? Well, what is your guess?

They don't even trust themselves, alone, to make the final check. They call in master mechanics to inspect the engine, experts to test the instruments, specialists to look over the wings and fuselage and landing gear.

Checking Your Machine. Your body is much like a plane in which you set out on your trip through life. But it is a far more wonderful and far more complicated machine than any built by human hands.

You are its pilot. You should know if it is in order for the journey.

Part of the checking you can do yourself.

If you are in perfect health, you should hardly feel your body at all.

There should be no pains in it and no discomforts. Your appetite should be good. You should wake in the morning cheerful and refreshed, full of pep for the day's play and work. And you should go to bed at night, tired, perhaps, but quickly dropping off to sleep.

But there may be a "knock" in the "engine" somewhere, or a weak part of which you are not aware and which someday may cause you trouble. That's why the proper thing to do is to have an expert give your body a thorough check at regular intervals, say once a year. The expert, of course, is a doctor, and the check is known as a medical examination. This check should be made by your family physician or some other doctor in whom you have confidence.

If he finds your body in fine working order, he will give you a clean bill of health. If he discovers any weak points, he will tell you how to strengthen them.

Growing into Manhood. In building health and strength, you should keep in mind that you may feel like a man, act like one—but your body itself is not yet that of a man. Your muscles and bones are still growing. Your heart and lungs are steadily increasing their capacity. Glands inside your body are changing from day to day.

From being a boy you are becoming a man.

The way to help build your future health is to keep remembering that you are not yet fully grown and make use of your will power and patience and common sense.

By following simple and sensible rules of health, you can build a body ready for action, with plenty of reserve energy to carry you through life.

THE FOUR BASIC FOOD GROUPS FOR GROWTH AND GOOD HEALTH

1. Meat, poultry, fish, and eggs

2. Milk and milk products

3. Vegetables and fruits

4. Bread and other flour products

Meat, poultry, fish, eggs—
At least two helpings every day. At least three or four eggs a week.

Milk and milk products—
At least one quart of milk daily. Also cheese, ice cream.

Vegetables and fruits—
Citrus fruits or tomatoes every day.
Dark-green or deep-yellow vegetables at least every other day.
Potatoes, other vegetables, and fruits twice a day or as you like.

Bread and other flour products—
At least four helpings daily.

Proper Nourishment

Your Food. Practically anything you eat and drink gives you a certain amount of nourishment. Even a hot dog and a bottle of soda pop contain some nourishment. But if you should try to get along on a steady diet of frankfurters and pop you would soon run into trouble because they lack a lot of things you need.

The food you eat should do three things: it should help you grow; it should give your body tissues and organs (liver, spleen, and others) the material they need to maintain themselves; it should provide you with the energy for your many activities.

The food groups described above and on page 275 form the basis for such a balanced diet. They contain all the foodstuffs, vitamins, and minerals that are necessary for good health.

Drink Water. Besides solid nourishment and milk, you need plenty of water during the day. Water is necessary for the digestion of food and for carrying away waste. It is also important for regulating the heat of the body.

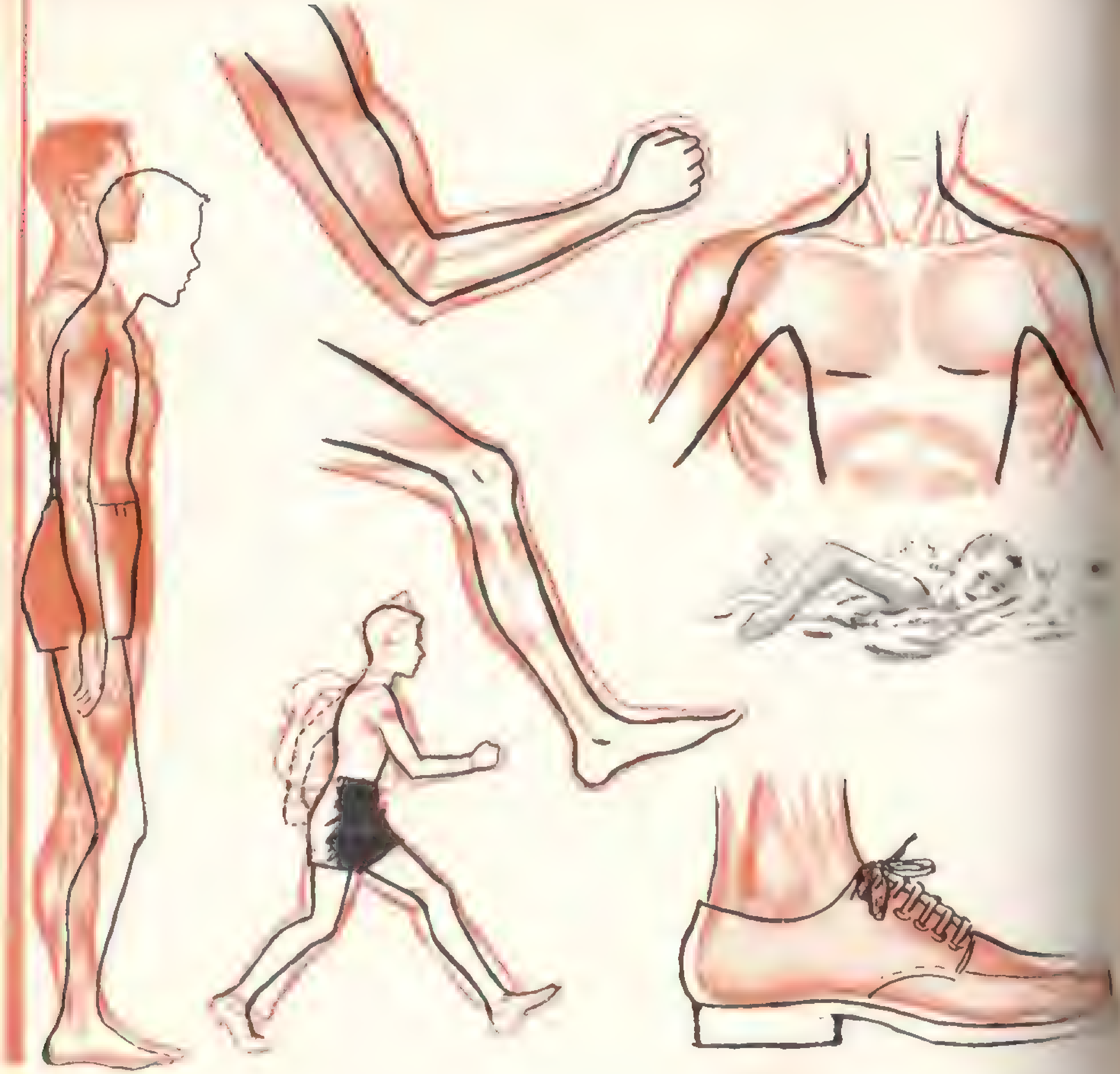
Getting Rid of Waste. If you eat a variety of foods, get a reasonable amount of exercise, drink plenty of water, you'll develop a regular time for elimination. Don't worry about how often your bowels move—worrying is a frequent cause of constipation. And don't take a laxative if you feel constipated—it throws your automatic mechanism out of gear. Simply drink three glasses of water before breakfast, don't worry—and your trouble will be over.

The idea that your bowels should move once a day or every other day is out of date. The only right schedule is your own schedule.

Plenty of Exercise

If you want strong arms, you must use them—you must pull, push, and swing them in work and play, lift with them, throw with them. If you want to strengthen your legs, you must walk and hike, run and jump. If you want to have an agile, supple body, covered with flat, firm muscles, you must bend it, twist it.

Daily Exercise. When you are out Scouting with your patrol or your troop you get plenty of exercise through hiking, games and contests, swimming, rowing, axemanship, signaling, and many other activities.

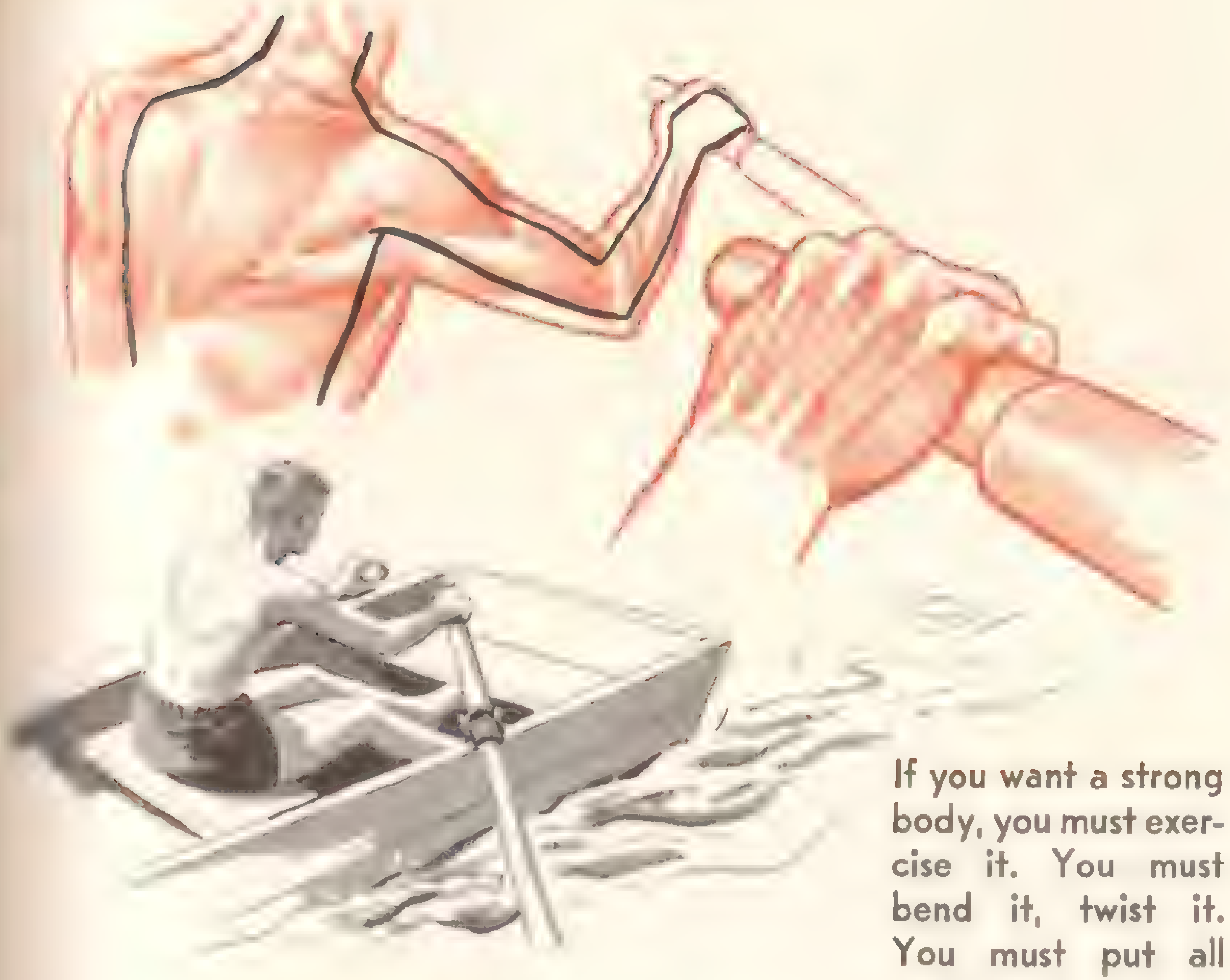


The main thing is to carry some of these activities over int your daily life.

Play good swift games—baseball, football, or basketball. Sw in the old swimming hole or in the local pool. Try your skill a skating and skiing if you live in one of our northern states. Pla tennis or golf if that is your ambition. Go in for simple gymnasti and easy athletics.

Stand Tall. Proper exercise will help you strengthen your bac and stomach muscles. Keeping your back straight is important, to

There is a very simple trick to good posture: When standin walking, and sitting, just make yourself as tall as you really ar



If you want a strong body, you must exercise it. You must bend it, twist it. You must put all your muscles to work.

It should be a comfortable position, a trained effort, not a strained one—shoulder blades flat, shoulders held in an easy natural position, chest up, stomach in.

Your Feet. To have good posture you need sound feet. There is a very good reason why one-fourth of all the bones of your body are in your feet. They have to support you and move you around throughout your lifetime. Keep your feet clean at all times. Cut the nails straight across to prevent ingrown toenails.

The proper shoes are straight on the inside, so that the big toe can point straight ahead. The shoe is wide enough to give all the toes room to move. The soles of the shoes are not too flexible, and the heels low and broad.

Your socks or stockings should be the right size for your feet. If the foot part is too long it may wrinkle and cause irritation. If too short it will prevent the toes from having free play. Change frequently to clean socks.

The correct way to walk is to bring the foot down almost flat. Keep your feet parallel with the toes pointed straight ahead.

A clean body is one of the signs of a gentleman. Your work may make you dirty—but soap and water will make you clean again.

Thorough Cleanliness

A clean body is a good defense against disease.

The skin is far more than just a covering of the body. Unbroken, it is an armor that keeps out germs, but also, the skin is the largest organ of the body and an important one—two strong reasons for keeping it clean.

Bathing. Bathe regularly —daily if possible. If you can't get a full bath or shower, you can wash your whole body every day with a wet cloth or towel and follow this by a brisk rubdown, until your skin tingles.

In addition to this quick daily bath, take a more leisurely bath, with plenty of soap and warm water, twice a week, or oftener, and always after a hike or a camp or a strenuous game when you come home grimy and perspiring.

Your Hands. Look at your hands. Other people do and often judge you by the kind of hands you have. If they are clean, with well-kept nails, they give a good impression of you. If they aren't —well. . . .

Get into the habit of washing your hands with soap and nail brush morning and night, before each meal, following each trip to the toilet, and at such other times as they need it. Then dry them thoroughly.

Here is a hint: If you do a lot of work that causes dirt to collect under the nails, scrape them over a piece of soap before starting work. The soap under the nails keeps dirt out and makes washing so much easier for you.

e your teeth and your hair good care—not for health's sake but also for appearance.

Trim your nails regularly to proper length with a nail file or mall pair of curved nail scissors. After cutting your nails, use the thumbnail to push back the skin around the lower part.

Your Hair. Wash your hair about once a week and exercise your alp by daily brushing and massaging with your finger tips.

Your Teeth. Your teeth are important to your appearance and digestion. Keep them in good working order.

Brush your teeth or rinse your mouth thoroughly after each meal o that all food particles are removed. If you haven't brushed them after supper, be sure to before you go to bed—the chemical action in the food particles will have about ten hours during the night in which to attack your teeth without being disturbed.

Cleaning the teeth is only one part of tooth care. Have your teeth examined by a dentist twice a year. That should be done not only for the sake of your teeth but to ensure health for your whole body.

Your Eyes. One of the worst calamities that can happen to you is to lose your sight. You have only two eyes. Take care of them!

Look in the mirror to see whether the pupils of your eyes are black and bright and the white a clear white. They should be. If your eyes are bloodshot, or if they hurt or get watery often, it is a sign of eyestrain, which may be caused by wind or smoke, lack of sleep, reading too much in poor light, or an eye defect.

If your eyes bother you in any way, have them examined by an eye specialist and follow his advice. Without your knowing it, poor eyesight may be holding you back in school.

Your Ears. As far as your ears are concerned, keep the outsid part of them—the "trumpet"—as clean as the rest of your head by using a damp cloth over the end of a finger. Let nature tak care of the inside. Never dig in your ear with any kind of hard object. You may infect the canal or even break the eardrum and lose your hearing.

Eardrums are sometimes broken by head-first high diving Diving feet first without holding the nose may force wate through the nostrils up into the inner ear and cause trouble. I swimming, if the water bothers you by filling your ear canal us rubber ear stops.

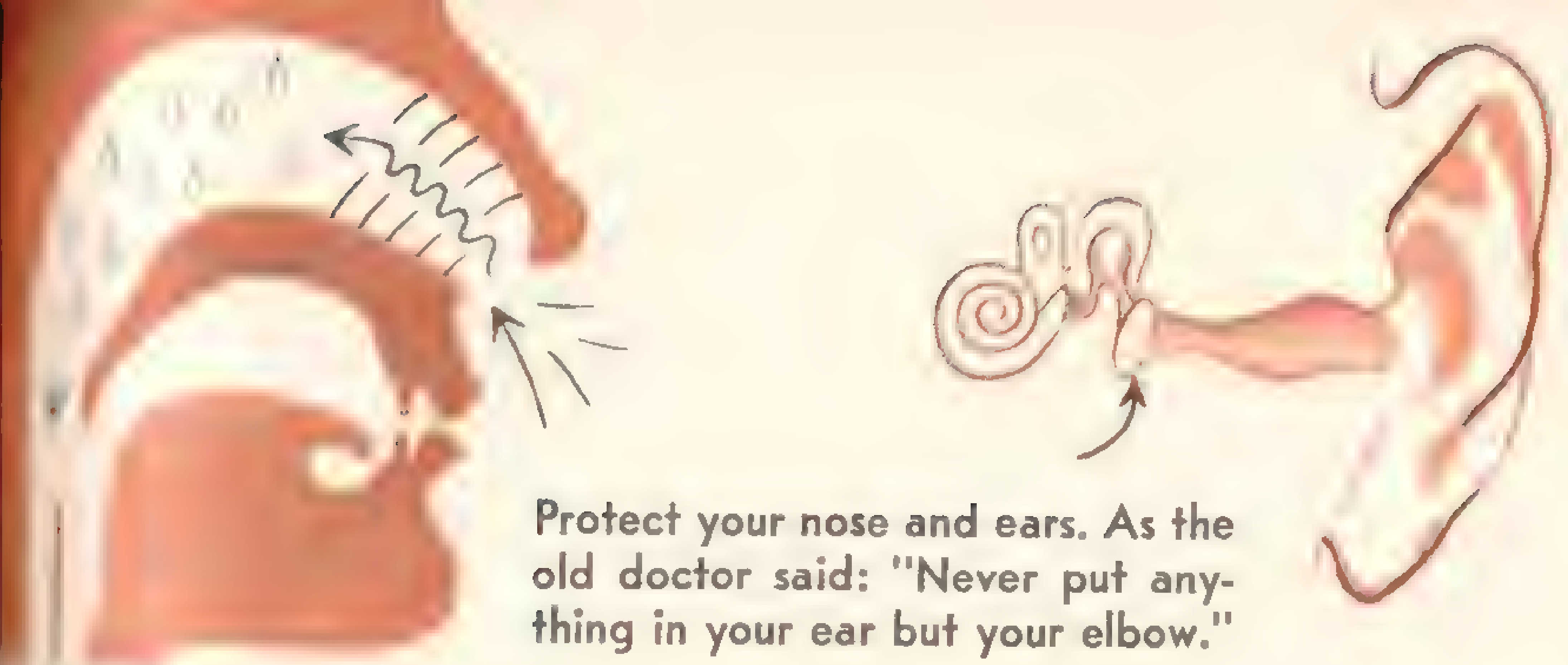
If you have any trouble with your ears, such as constant ring ing in them, "running ear," or earache, see your doctor.

Sun and Fresh Air

How to Tan. Every real boy prefers the sun-tanned skin of th outdoorsman to the pasty-white skin of the stay-at-home. So, b all means, use every opportunity to let the sun play, but not work on your body.

Take pride in getting a tan instead of a burn. If your ski is sensitive, the way to get a perfect tan is to expose your ski the first day for not more than ten to fifteen minutes. If your ski is red the next morning, wait until most of the redness has di appeared before another exposure. Then get into the sun for a other ten or fifteen minutes. After this, you can usually add fiftee minutes a day so that within a couple of weeks you have a dee tan and can be exposed to the sun most of the day. If you ta easily, you may increase the length of exposure much faster.

Breathing Properly. To live and grow, each cell of your bod must have a steady supply of oxygen from the air, day and nigh If your air supply were cut off you would die within minute



Protect your nose and ears. As the old doctor said: "Never put anything in your ear but your elbow."

If it were just a matter of getting air to the lungs, it wouldn't make much difference whether you used your nose or mouth for breathing. But it isn't. The nose prepares the air for the lungs, the mouth doesn't. The damp lining of the nose moistens the air. The warmth of the nasal chambers heats it. The numerous tiny hairs that cover the inside of the nose stop the germ-filled dust. Thus, by breathing through the nose the lungs receive moist, warm, filtered air. By breathing through the mouth, cold, dry, dirty air fills them.

So keep your mouth shut and the passage through your nose clear. Always blow your nose gently and one nostril at a time, never both together. If you have trouble breathing through your nose, let a doctor take a look at it.

Sufficient Rest and Sleep

By the time you are sixty years old you'll have spent twenty years in bed. A terrific waste? Not at all! Sleep is nature's way of charging the human battery, of storing up new energy in the body. It also gives the body the chance to replace old tissues and to build new—in other words, to grow. Without sufficient sleep growth is retarded.

How much is sufficient? A boy from eleven to sixteen needs about ten hours sleep each night to feel his best. The reason for so much sleep is that you are at the age when the greatest growth occurs and when therefore most sleep is required. And it's also the time when you are always on the go in all kinds of strenuous activities.

It isn't how little you can get by on—it's how much you should have to be at your best. It will take a lot of planning on your part

You need rest and sleep for charging up your "battery" if you expect to have enough energy for all the activities in which you want to take part.

to see to it that you get enough rest and sleep and yet get everything done you want to do and have to do—including your school work.

How to Sleep. To sleep well, your bed should not be too soft, nor should it sag. If it does, get a sheet of plywood to place under your mattress. Your covering should be light and just warm enough.

Sleep in fresh air. Sleep outdoors as often as you can—under the open sky or in a tent (but don't close that tent door!). At home, have a window open so some fresh air will come in during the night—but not so much that you'll get cold.

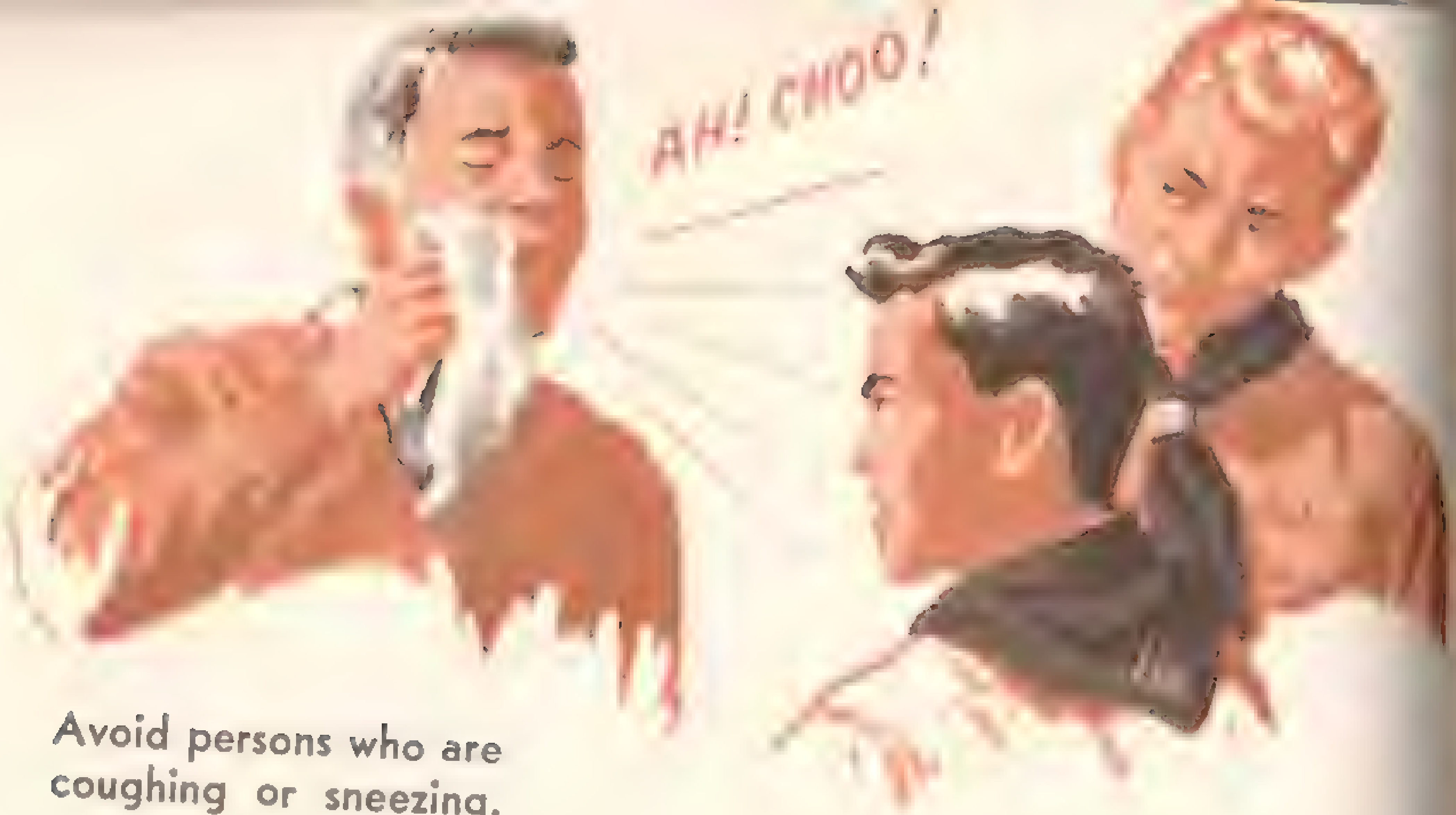
Staying Healthy

Accidents. More young people die from accidents than from any other cause. In addition to those who die, thousands are injured—many of them permanently. Don't let that happen to you.

Here's what you can do about it:

Learn Skills to Make You Safe. There is a safe way of doing everything: swimming, bicycling, paddling a canoe, using an axe, playing baseball. Practice the proper use of tools. Learn thoroughly the rules of sports you like. "Safety through skill" is a Scout slogan. Follow it!

Use Sense to Keep You Safe. It doesn't take skill to cross a railroad track, but it takes common sense not to do it when a train is coming. It is common sense to use a stepladder instead of a chair when you have to reach high, to keep away from strange dogs, to fix a loose handle before using an axe, to pick up broken glass before you or someone else gets hurt.



Avoid persons who are coughing or sneezing.

Protecting Yourself. Your best weapon against disease is a healthy body.

But that is not enough unless you use ordinary care.

Keep away from anyone who suffers from a communicable disease—that is, a disease spread from one person to another. Avoid persons who are coughing or sneezing.

Never use a drinking cup or eating utensils that have been used by others, until they have been properly washed.

Use your own bath towel, washcloth, and handkerchief.

In camp keep flies away from you and your food.

Stimulants and Narcotics. Stimulants are drugs that excite the nervous system and speed up heart action. Coffee and tea are stimulants.

Narcotics are drugs that depress and slow down mental and bodily activities. Tobacco, alcoholic drinks, such an extremely dangerous drug as marijuana, and many others are in this class.

Milk is far better for growing youngsters than coffee or tea. Milk is nourishment—coffee and tea, except for the milk and sugar added, are not. Milk contains numerous things you need for your growth—clear coffee and tea contain none.

Even the most confirmed users of tobacco won't tell you that smoking does you any good. Athletes in training don't smoke. You are better off without tobacco—so why start using it?

One look at a drunken man staggering down the street will convince you that alcohol slows down mental and bodily activities.

Alcohol is avoided by every young person who wants to be in the best of health. It does no good and can do a great deal of harm. It will pay you to stay away from it.

From Boy to Man. At the age of thirteen, fourteen, or fifteen (sometimes earlier, sometimes later) you not only grow, but numerous changes take place in your body. Your voice changes. Hair appears on your face, in the armpits, around the sex organ. Your sex organ increases in size.

All these changes are caused by the function of the sex glands or testicles. They produce fluids or secretions that have a great effect on your development.

At times the glands discharge part of their secretions through the sex organ during sleep. This process is called a nocturnal emission or a "wet dream." It is perfectly natural and healthy and a sign that nature has taken care of the situation in its own manner.

There are boys who do not let nature have its own way with them but cause emissions themselves. This may do no physical harm, but may cause them to worry.

Any real boy knows that anything that causes him to worry should be avoided or overcome. If anything like this worries you, this is not unusual—just about all boys have the same problem. Seek the correct answer to any question which bothers you about your development from boy to man. But be sure to get your information from reliable sources—your parents, your physician, your spiritual adviser.

A Healthy Attitude

You will find that living the Scout Law is a great help in your efforts to make you keep yourself physically strong.

By doing your best to be cheerful, friendly, brave, and clean, worries, irritation, and "blueness" disappear, and with them fatigue, loss of appetite, and inability to sleep. A feeling of success, ambition, confidence in yourself, and excitement over things that life has to offer take their place.

"As a man thinketh in his heart, so is he!"

Think yourself strong, do something about it—and you are on your way to being strong!

Fe+CuSO4 → FeSO4+Cu
Na3 PO4
2Na+2H2O → 2NaOH+H2
C12H22O11
120 150 180 210
300 320 0 30 60
6P
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MENTALLY AWAKE

"Mentally awake . . ."—in everything you do or think—that's part of our Scout Oath. What you make of yourself depends to a large extent on your mental alertness.

The boy who is mentally awake has more adventure in a day than a dull boy has in a month. He gets more out of life—and he gives more to other people. But also, he has a far better chance of creating a successful career for himself.

Learn to Think

In today's world, the most important thing you can learn to do is to THINK.

The ability to think—and especially to think fast—usually goes with a mind that is alert and interested and always inquiring. Thinking fast in an emergency also depends on the habit of figuring things out in advance. That's the case when your best pal gets hurt playing football in the corner lot. You get him to the nearest doctor while the others are still standing around stunned. You do it because you've thought out in advance what you would have to do if just such an accident should happen.

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The Art of Concentration. Does your mind jump from one thing to another like a flea? Or does it stick to the job on hand? You have to keep your mind constantly alert if you expect to keep it from drifting

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—are you able to do it? (Just for fun, keep a check on yourself and see how many times your mind wanders as you read this page.)

Some fellows seem to accomplish as much in one hour as others do in two. They can finish their studies more quickly. They have ample time for all sorts of other interests—hobbies, athletics, reading. Often this is not so much because of superior ability but because they have learned how to keep their minds on what they are doing and think of nothing else. They know how to concentrate.

Concentration is made up of will power and self-control.

During an exciting baseball game you often become so absorbed in the play that you are unaware of everything around you except the ball and the players. No difficulty about concentrating here. Bring that same intense quality to your work and see how much more you can get done.

Give yourself a definite length of time to accomplish a certain

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amount of work—say, tomorrow's algebra or next day's English composition. Force yourself to keep your attention on the job you are doing. Then finish on time.

Don't put off a job that has to be done until you feel like doing it—do it and get it over with!

Do things often enough in this determined way for it to become a habit. After that you'll be sitting pretty while the fellow who hasn't learned to concentrate struggles long, never quite making the grade.

Think with Your Eyes, Too. There's a way of thinking with your eyes in addition to your brain. How? By *observing* instead of just looking.

The observation games you play in Scouting, tracking and stalking, help you develop this power of thinking with your eyes.

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STRAUSS
BEETHOVEN
BRAHMS

Things you see impress themselves on your mind. And from what you see you are often able to make valuable deductions.

James Watt noticed that the lid of a kettle of boiling water popped up and down. Thousands of others had seen the same thing, but Watt observed. And from what he observed he deduced that it was the steam that had the power to lift the lid. The steam engine was the result.

Thomas Edison, while developing the light bulb, noticed a peculiar glow at the base of the bulb. He did not then have time to investigate what it was but thought it important enough to patent the effect he had observed. The "Edison effect" later laid the foundation for modern radio and television.

Alexander Fleming, working in his laboratory with cultures of various germs, noticed that in some of his glass dishes the germs were not thriving. He decided to find out why and discovered that a mold was killing the germs. The result of his investigation was penicillin—one of the greatest medical discoveries of all time.

There is a saying among scientists that "Luck favors the trained observer." The same holds true in life in general.

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REMBRANDT
ELANGELO
VAN DYCK
UCER
VAN GOGH
GOYA
ESPEARE
TITIAN
LONGFELLOW
YSON
DA VINCI
DICKENS
CÉZANNE
NSON

Gather Knowledge

Thinking alone is not enough to keep you "mentally awake." Thinking won't help you much unless it is coupled with accurate knowledge.

You absorb much of this knowledge from other people. Your early knowledge you get from your father and mother and from older brothers and sisters. Your Scout leaders have much to give you. So have your schoolteachers.

A foreign visitor once asked three American schoolboys: "Why do you go to school?"

The first schoolboy said, "Because I have to—it's the law."

The second said, "Because I want to—all my friends are there."

The third said, "Because I need to—if I am going to amount to anything."

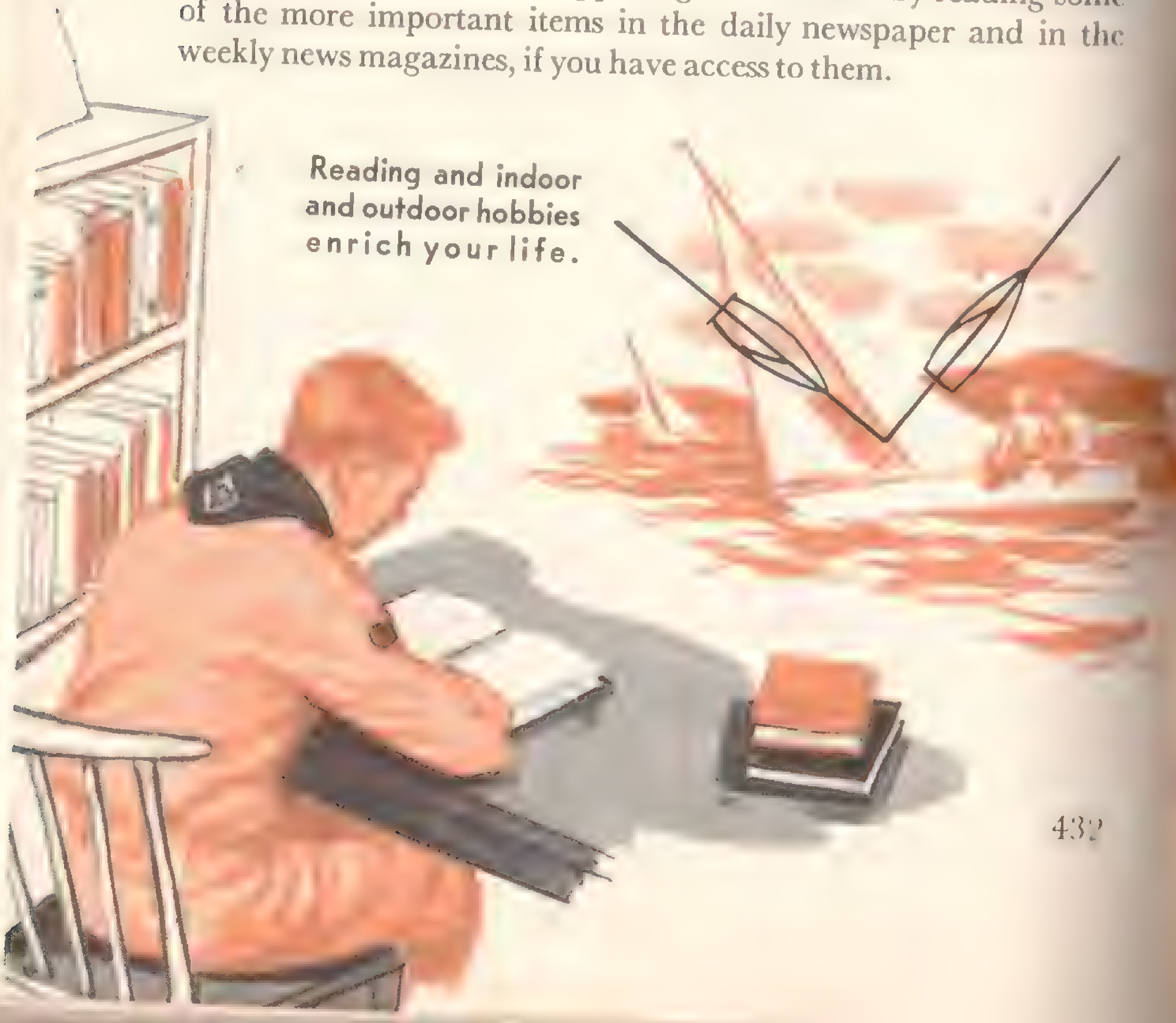
Until a few years ago many Americans could truthfully say, "I never had a chance to get an education." Today America says to every boy and girl, "Here's your chance for an education—take it!" You have the chance. What you make of it depends on YOU!

Learning New Skills. You have a great help for gathering knowledge and learning new skills in the Scout advancement program. But in addition to Scouting, you need other interests, other hobbies.

Don't choose all your hobbies along the same line. If you're interested in stamp collecting, try to learn something also about radio. If you like wood carving, take a fling at chemistry, too. If you go in for collecting rocks and minerals, make a hobby of swimming or skiing or some other outdoor sport as well. In some of these hobbies, there are merit badges awaiting you when you get good at them.

Reading for a Full Life. Everything you read influences you to some degree. Reading worthwhile things sharpens your mind and helps make your actions clean-cut and sure. Reading trash all the time makes it impossible for anyone to be anything but a second- or third-rate person.

Keep up with what is happening in the world by reading some of the more important items in the daily newspaper and in the weekly news magazines, if you have access to them.



Reading and indoor and outdoor hobbies enrich your life.

Read a good magazine from time to time. Look into Boys' Life, the official magazine of the Boy Scouts of America, for interesting stories and articles, Scouting and hobby features. If you aren't already a subscriber, talk to your Scoutmaster about becoming one.

Start a library of your own, even if you can afford only a few books. Get acquainted with your local librarian and ask for suggestions. Take out a library card. Talk to your schoolteacher and others who may be qualified to advise you about books.

Listening and Looking. What goes for reading goes for radio and records, TV and movies.

Listening for hours to the latest fad in popular music or looking at westerns and horror movies won't do much to improve your mind. Try a varied diet for a few days, and you'll decide on a better fare.

Radio and television give you a chance to keep up on what is happening in the world, to listen to and to see men and women making history at the very moment they are making it, to become acquainted with the finest music in the world.

Have Initiative

Thinking is good, knowledge is good, but no man ever gets very far with either if he does not have initiative.

Initiative is the ability to act without being told what to do. The boy with initiative often advances more rapidly than a more brilliant boy who doesn't have initiative. The boy who sits around and waits for somebody to give him directions, who does only what he is told and nothing more, is not going to advance very rapidly or very far.

Begin to exercise initiative right now in your own home. Do things around the house that need to be done, even though no one has told you to do them.

In your schoolwork, don't confine yourself merely to what the teacher tells you to study, but try to learn more about the subject than you find in the textbook.

Show initiative in your patrol and troop, by bringing in suggestions for activities, things to display in your meeting room. Accept responsibility by offering to help out in a Cub Scout den, to get the troop's camp equipment in shape, to investigate new camp sites, to run games and contests, to line up new activities. The boy who shows initiative is usually the one who is chosen a leader by his fellow Scouts.

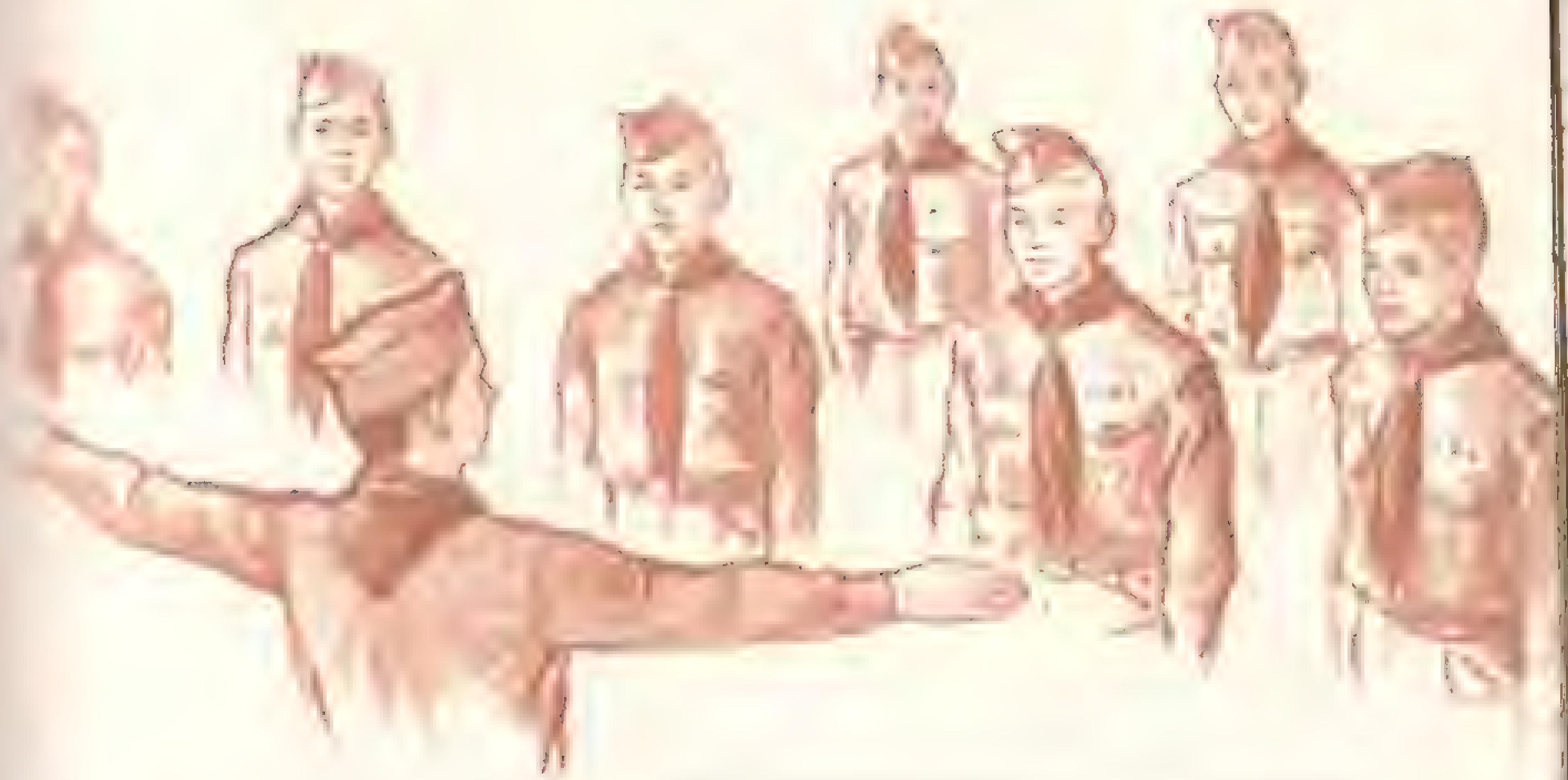
The world will not advance without initiative. Someone has to show it—it might as well be you! You may make mistakes at first. Don't let that worry you—everyone does. Learn your lesson from your mistakes so that you don't make the same mistake twice. Be sure in your mind that you are right—then go ahead!

Control Yourself

"Know thyself" was good advice two thousand years ago. It's just as good today. The trouble with it is that it is the hardest thing in the world to do.

Know yourself—know what makes you tick. If you know that, you have the answer to what makes the other fellow tick.

There is a constant battle going on inside all of us—a battle between the desire to do certain things or not to do them, to give our best efforts to accomplish something great or to try to get



Show initiative! Practice leadership!

away with things the easy way. Sometimes a fellow feels like kicking up in an outburst of temper—the next moment he is too lazy to do anything. He may be irritated for a good reason or for none at all and show it in a sour spirit. He may hurt someone he loves with thoughtless words or with a silly act. All of us do things like that at one time or another.

The main thing is to be strong enough to suppress those quirks. If you keep yourself "mentally awake" they'll never have a chance to take over. Sometimes it helps to place yourself, figuratively speaking, outside yourself and try to see yourself as others see you. Then your behavior may strike you as being pretty silly, and you can quickly do something about it.

At times you may have to disagree with other people. Learn to disagree without being disagreeable—there's an art that takes some learning. If you present your view in a pleasant manner, people will listen. But if you get up on your high horse they'll feel like knocking you off—and you will have lost your point.

Learn to take anything that comes with a good spirit. Do your best to shut out the things that might annoy you. Forget yourself. Get into the habit of thinking of other people. And keep busy doing interesting things.

Then you'll have no trouble keeping "mentally awake." Your life will be so full of things to be explored and lived that there won't be enough hours in the day to crowd them in.

MORALLY STRAIGHT

Deep within each human being is laid a precious thing, possessed by no other living creature—the thing we call a conscience. No one can tell you where it is located or what it looks like—but it is there just the same. Occasionally, in some people, it seems fast asleep. But in most people it is like an inner voice that is very much awake—sometimes it whispers to you, at other times it seems to yell out loud. It is your conscience that makes it possible for you to distinguish between right and wrong, that helps you follow the right trail through life.

YOUR CONSCIENCE SPEAKS TO YOU OF YOURSELF—of the moral obligation you have to make your life count.

This very moment, while you are still a boy, you must make decisions that will shape the rest of your life. The way you work in school will set the pattern for your future. Failing a subject may close the door forever to the lifework for which you are best suited, where you might possibly be of the greatest benefit to all mankind. Stradivari, the famous violin maker, is supposed to have said, "If my hands slack I would rob God—for God cannot make Stradivarian violins without Stradivari."

YOUR CONSCIENCE SPEAKS TO YOU ABOUT YOUR RELATIONSHIP TO OTHER PEOPLE—respecting their rights, treating them justly giving them a fair chance. The knights of old were pledged to protect women—it was their duty to keep them from harm. The Scout of today treats women with the same high regard.

YOUR CONSCIENCE TELLS YOU TO OBEY THE LAWS OF OUR COUNTRY. Those laws were created to benefit all our people—to keep them safe in their persons and in their property, to protect them in their homes and on the streets and highways.

"Let your conscience be your guide." Know what is right—do what is right.

ONCE A SCOUT, ALWAYS A SCOUT

From being a boy you are slowly becoming a man. A few years from now you will be a voting citizen of our great country. But before you reach manhood status there is much more Scouting ahead of you.

Scout Service and Exploring.

Most boys who have had a happy Boy Scouting experience want to help the younger boys who are following in their footsteps have just as much Scouting fun as they had. You can be a great influence in the lives of this next generation of Scouts by offering your services to your troop for leadership in troop activities, as a coach in Scoutcraft skills, as a helper in the patrols. Or you may want to look into EXPLORING—an older boy program of the Boy Scouts of America.

Eventually, your days as a Boy Scout or an Explorer will be over. But you may want to continue in a close association with Scouting as an adult Scouter—a leader of a Cub Scout pack, a Boy Scout troop, or an Explorer unit, or a member of a local committee working for Scouting. Or you may decide—as many young men have done—to make Scouting your lifework by continuing in the Boy Scouts of America as a member of the professional staff.

Becoming a Voting Citizen. But whether you stay on in acti Scouting or not, what you have learned as a Scout will be with you always.

When you reach the age of voting citizenship you will kno the true meaning of democracy and of liberty and will be able t carry out your duties to your country—obeying its laws, takin your place in the comunity.

Be a thinking citizen—not a thoughtless one.

Keep yourself informed on the happenings of the day—in you own community, your country, and throughout the world.

Learn how your country, your own state, your city, town, o village are governed and find out how you fit into that govern ment. Discover where that government is strong and where it i weak. Do your part as a citizen in the big task of upholding it strength and overcoming its weaknesses.

But be prepared as well to do your part in the smaller tasks in such everyday things as obeying traffic regulations, living up t game laws when you go hunting or fishing, serving on jury dut when called, and many other things.

Find out about our political parties and what they stand for *all* of them, not just one. Study all sides of a question that concerns the welfare of your community, your state, your countr Then take your stand and vote as your conscience bids you. Vot those people into public office you feel best fitted to do what you think is right.

That's the way to make democracy work.

But don't stop here.

Remember that America is not a gift that is freely given u Each of us must deserve it. We must work for America, live for i and, if the call should come, die for it!

"A chain is as strong as its weakest link." A nation is as stron as each of its citizens. America is as strong as YOU are!

On hikes and in camp, through climbing and swimming and pioneering, you have developed your body into that of a health American—straight-backed, strong.

Your mind has been sharpened as you practiced observatio and reasoning, as you mastered new skills, as you learned to go through nature with your eyes wide open.

By following the Scout Oath and the Scout Law you have set a high standard for yourself and have built yourself into the kind of citizen our country needs.

As a man you are able to step forward unflinchingly, take your place with our country's finest, and say with them:

> "AMERICA! Here I stand!
> My *body* strong to fight your battles!
> My *mind* trained to keep your democracy virile!
> My *spirit* true to uphold your ideals!
> To God and to you I pledge my *service:*
>
> ON MY HONOR, I WILL DO MY BEST . . . !"

BOOKS YOU'LL ENJOY READING

Scouting History

Golden Anniversary Book of Scouting. Golden Press, N. Y.

Scouting for Boys, World Brotherhood Edition. Lord Baden-Powell. Boy Scouts Association, Canada.

Camping and Hiking

Scout Field Book. James E. West and William Hillcourt. Boy Scouts of America, New Brunswick, N.J.

Golden Book of Camping and Camp Crafts. Gordon Lynn. Golden Press, N.Y.

Wildwood Wisdom. Ellsworth Jaeger, Macmillan Co., N.Y.

The New Ways of the Wilderness. Calvin Rutstrum. Macmillan Co., N.Y.

The Outdoor Chef. Paul W. Handel. Harper & Brothers, N.Y.

Be Expert with Map and Compass. Bjorn Kjellstrom. American Orienteering Service, N.Y.

Merit badge pamphlets: *Camping, Cooking, Hiking, Cycling, Skiing.* Boy Scouts of America.

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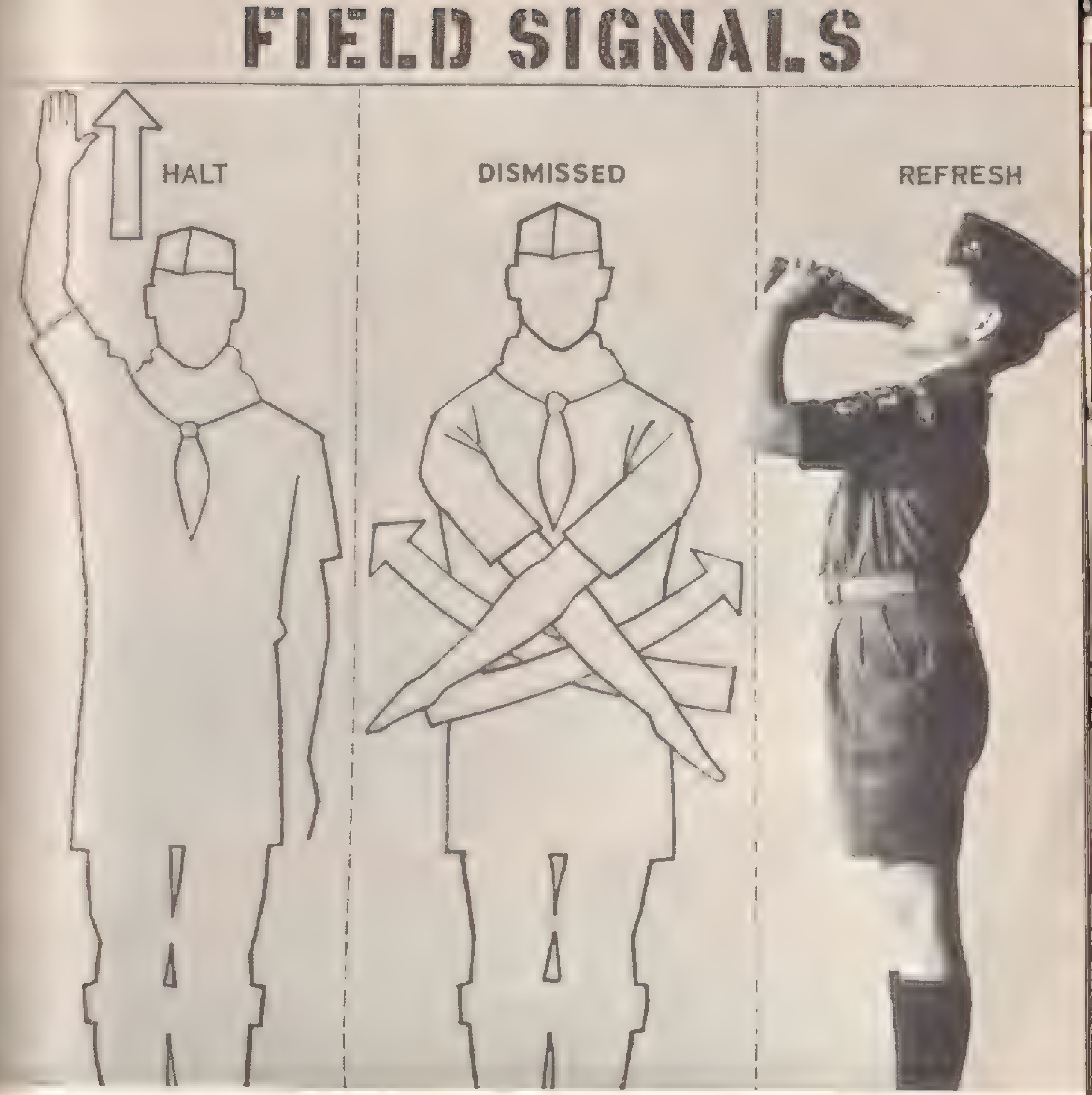

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Camp Activities

Golden Book of Indian Crafts and Indian Lore. Ben Hunt. Golden Press, N.Y.

Knots and How to Tie Them. Donald A Smith. Boy Scouts of America.

Boy Scout Songbook. Boy Scouts of America.

Fun around the Campfire. Boy Scouts of America.

Merit badge pamphlets: *Indian Lore, Pioneering, Signaling, Archery, Athletics.* Boy Scouts of America.

Aquatics

Swimming and Diving. American Red Cross. McGraw-Hill Book Co., Inc., N.Y.

Canoeing. American Red Cross. Doubleday & Co., Inc., N.Y.

Canoeing. Carle W. Handel. A. S. Barnes and Co., N.Y.

Merit badge pamphlets: *Swimming, Lifesaving, Rowing, Canoeing.* Boy Scouts of America.

Nature — General

Field Book of Nature Activities. William Hillcourt. G. P. Putnam's Sons, N.Y.

Wildlife in Color. Roger Tory Peterson. Houghton Mifflin Co., Boston, Mass.

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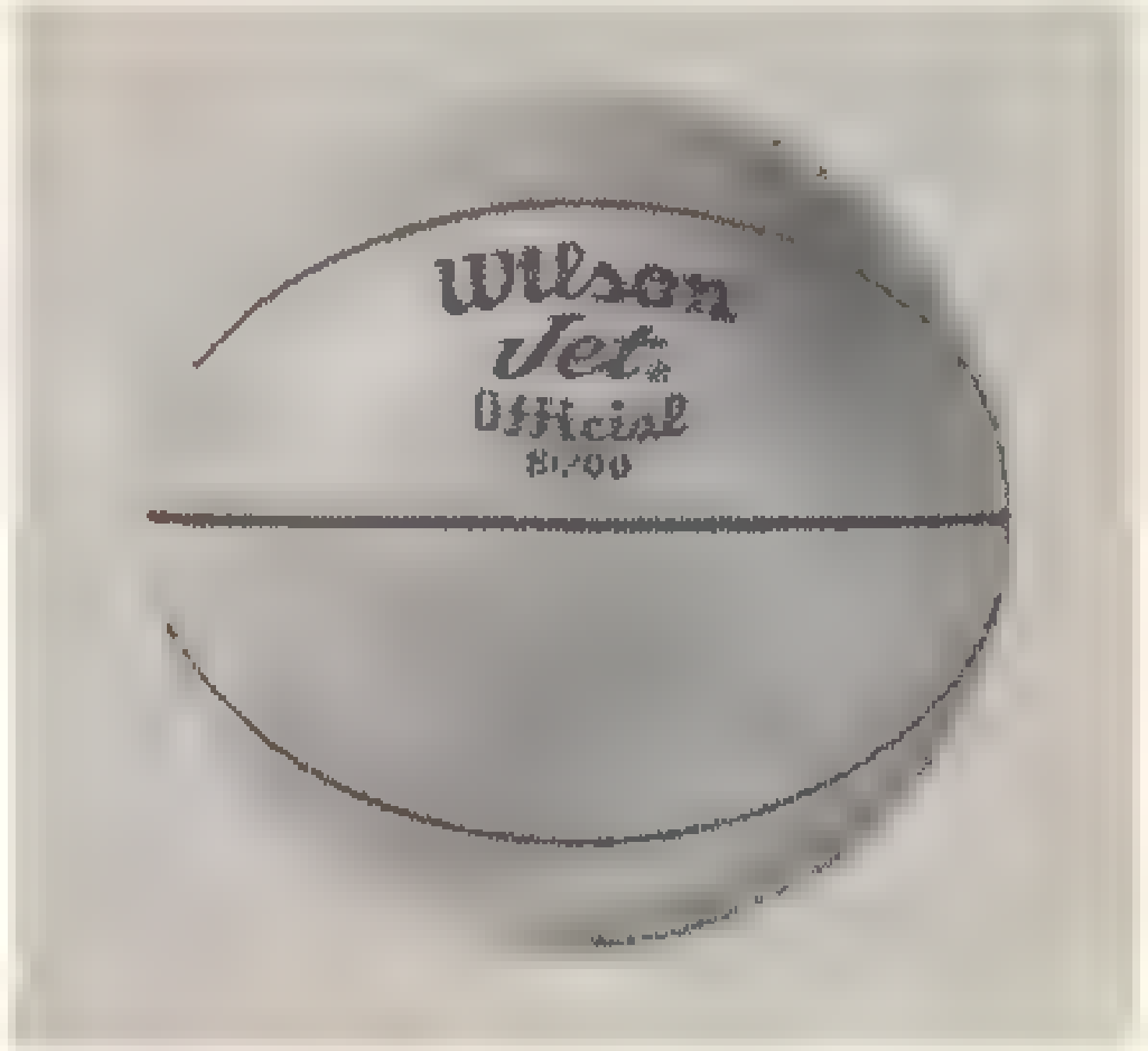

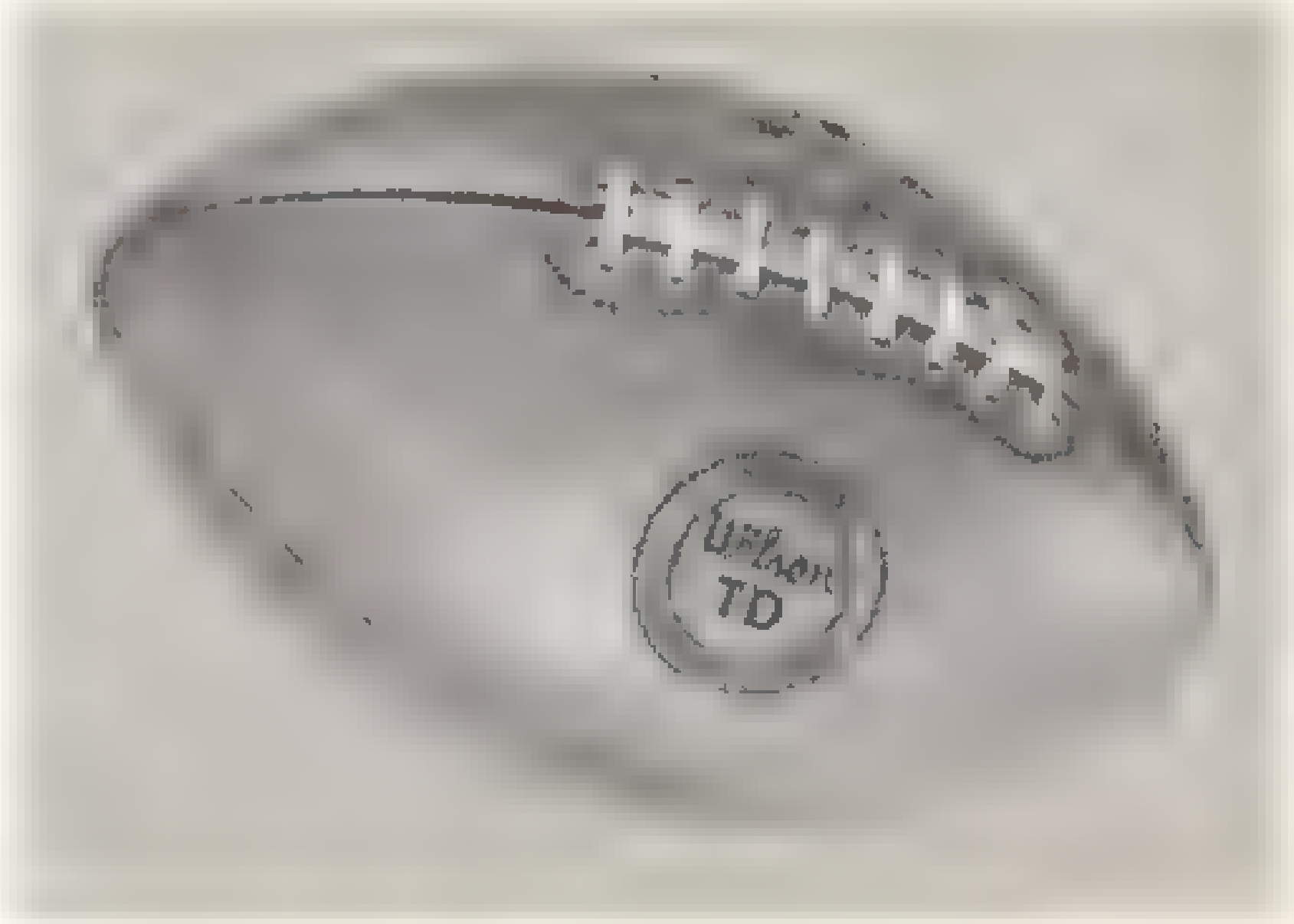

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Nature — Guidebooks

Golden Nature Guides. Edited by Herbert Zim. Separate volumes on *Mammals, Birds, Reptiles and Amphibians, Seashores, Insects, Flowers, Trees, Rocks and Minerals, Weather, Stars.* Golden Press, N.Y.

Peterson's Field Guides. Edited by Roger Tory Peterson. Separate volumes on *Mammals, Animal Tracks, Eastern Birds, Western Birds, Amphibians and Reptiles, Shells of Atlantic Coast, Shells of Pacific Coast, Butterflies, Rocks and Minerals, Trees and Shrubs.* Houghton Mifflin Co., Boston, Mass.

Putnam's Field Books. Separate volumes on *Mammals, Eastern Birds, Birds of the Pacific Coast, Snakes, Ponds and Streams, Seashore Life, Insects, Flowers, Western Flowers, Trees and Shrubs, Rocks and Minerals, Stars.* G. P. Putnam's Sons, N.Y.

Conservation

Merit badge pamphlets: *Soil and Water Conservation, Forestry, Wildlife Management.* Boy Scouts of America.

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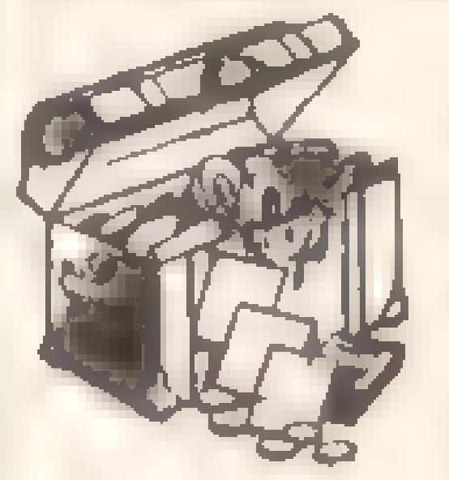

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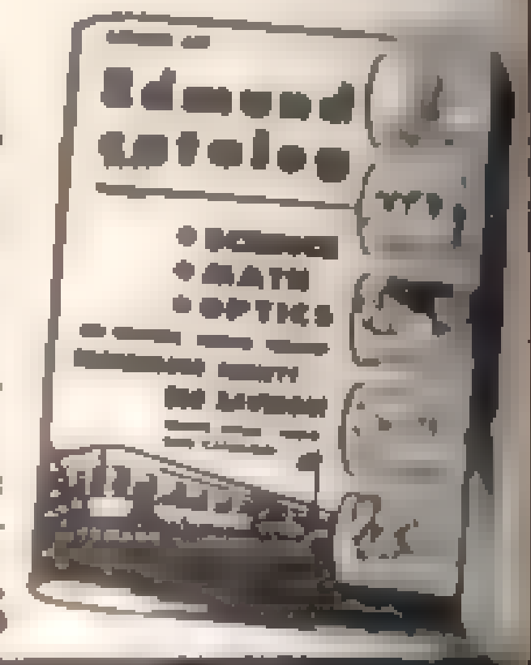

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Service to Others

First Aid Manual. American Red Cross. Doubleday & Co., N.Y.

Merit badge pamphlets: *First Aid, Safety, Firemanship, Public Health.* Boy Scouts of America.

Physical Fitness

How to Be Fit. Robert Kiphuth. Yale University Press, New Haven, Conn.

Merit badge pamphlets: *Personal Fitness, Athletics, Swimming, Hiking.* Boy Scouts of America.

Citizenship

The U.S.A. in Color. Curtis Publishing Co., Philadelphia, Pa.

American Heritage Book of Great Historic Places. Simon and Schuster, Inc., N.Y.

Your Life as a Citizen. Harriet Fullen Smith. Ginn and Co., Boston, Mass.

Youth Faces American Citizenship. Leo J. Alilunas and J. Woodrow Sayre. J. B. Lippincott, Chicago, Ill.

Merit badge pamphlets: *Citizenship in the Home, Citizenship in the Community, Citizenship in the Nation, World Brotherhood.* Boy Scouts of America.

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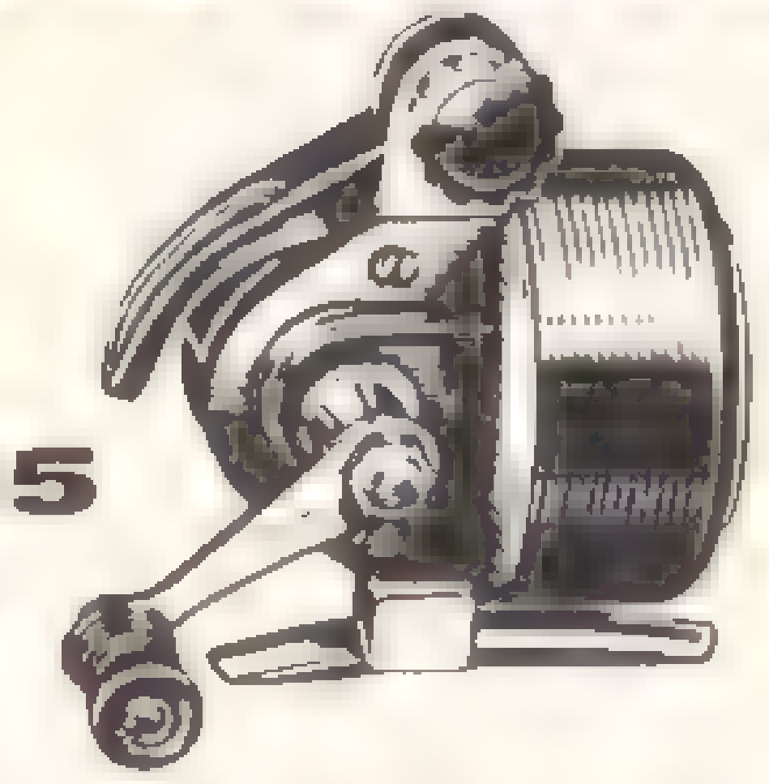

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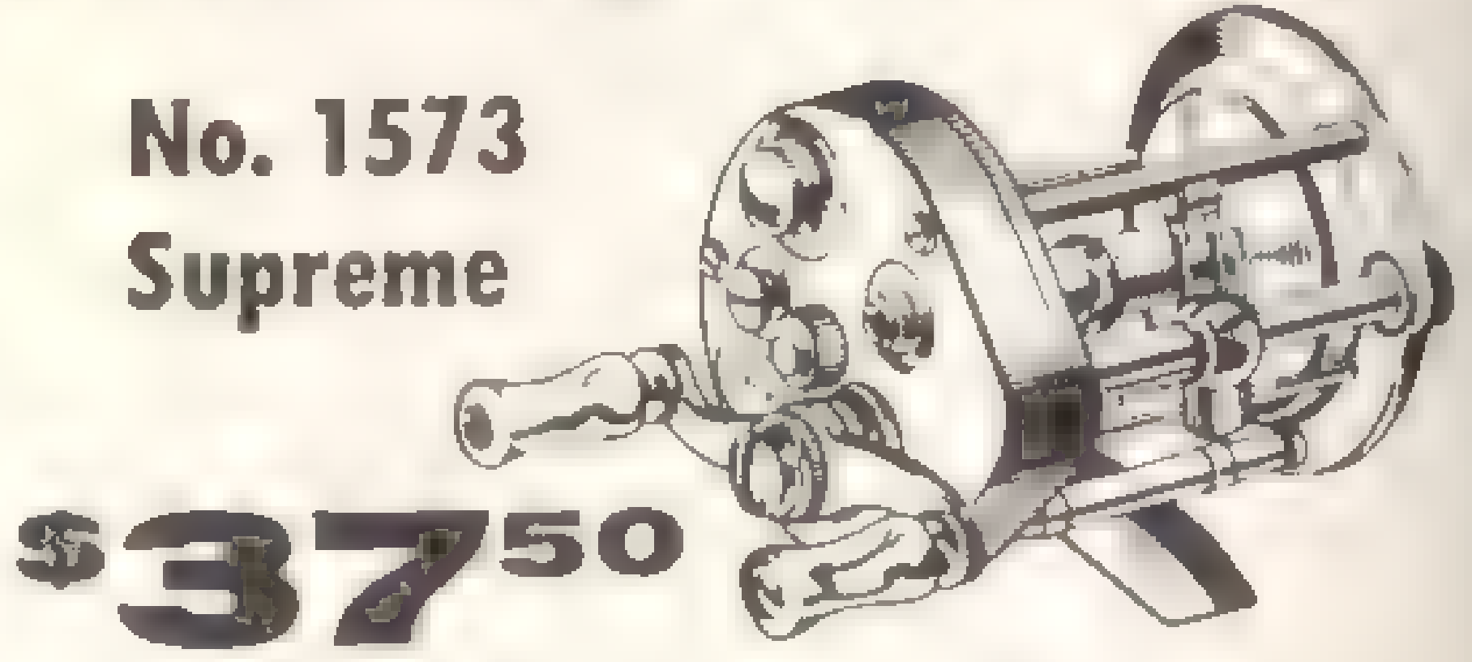

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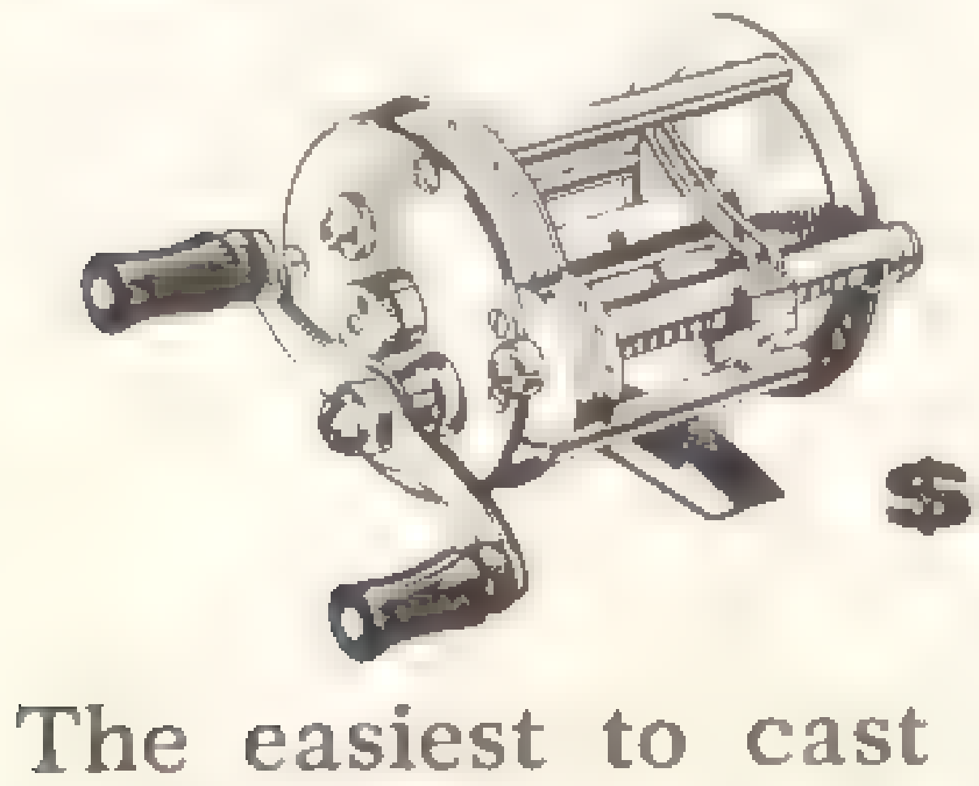

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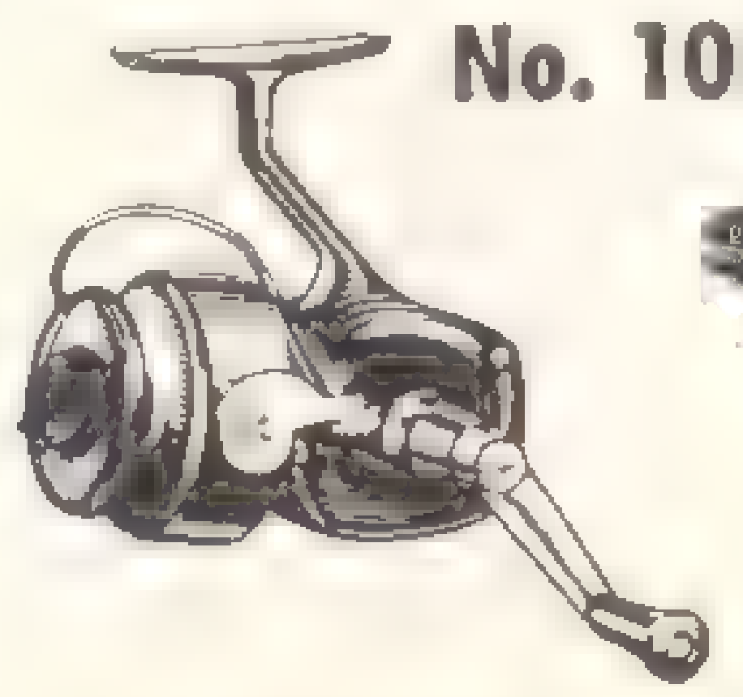

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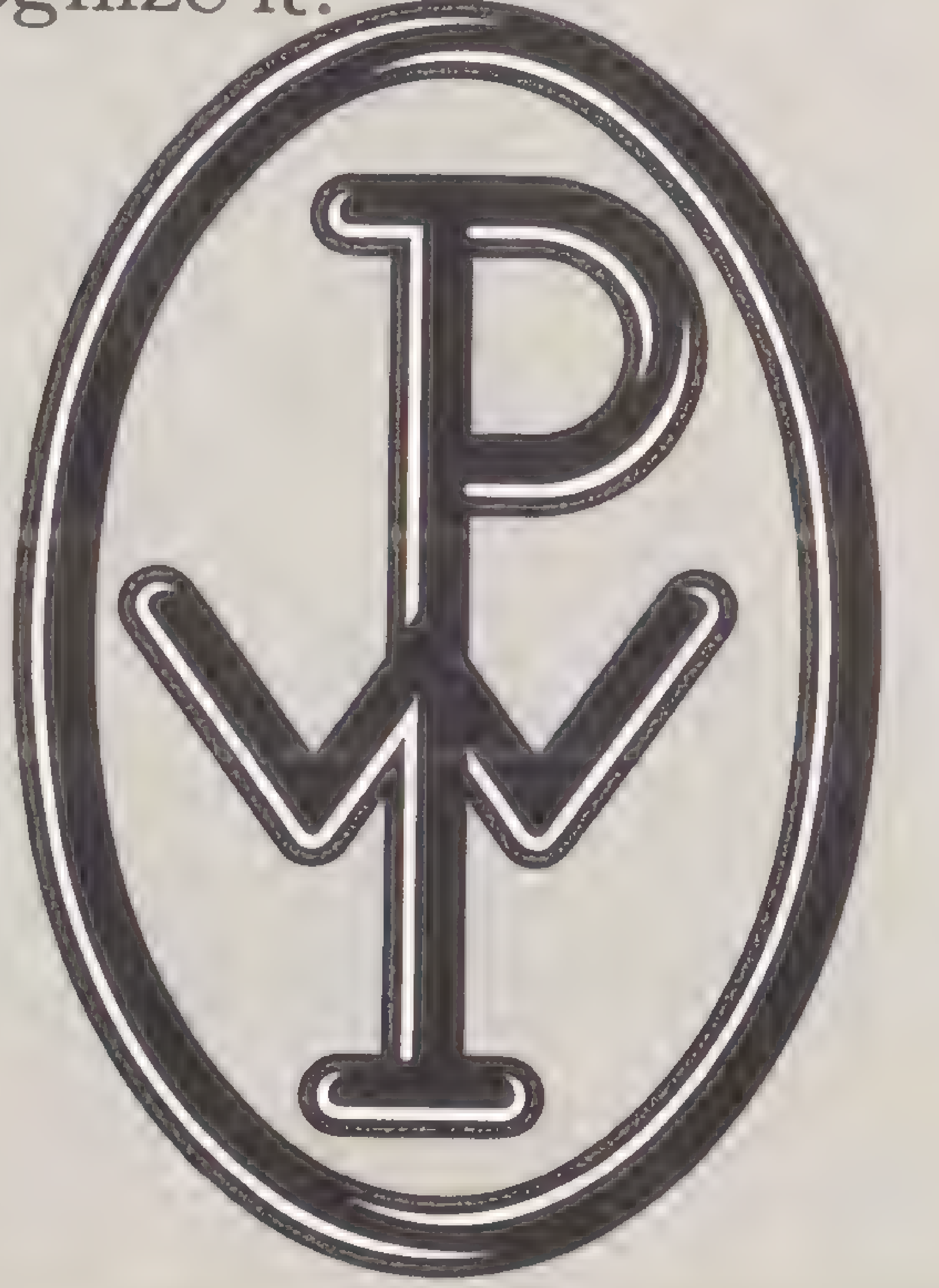

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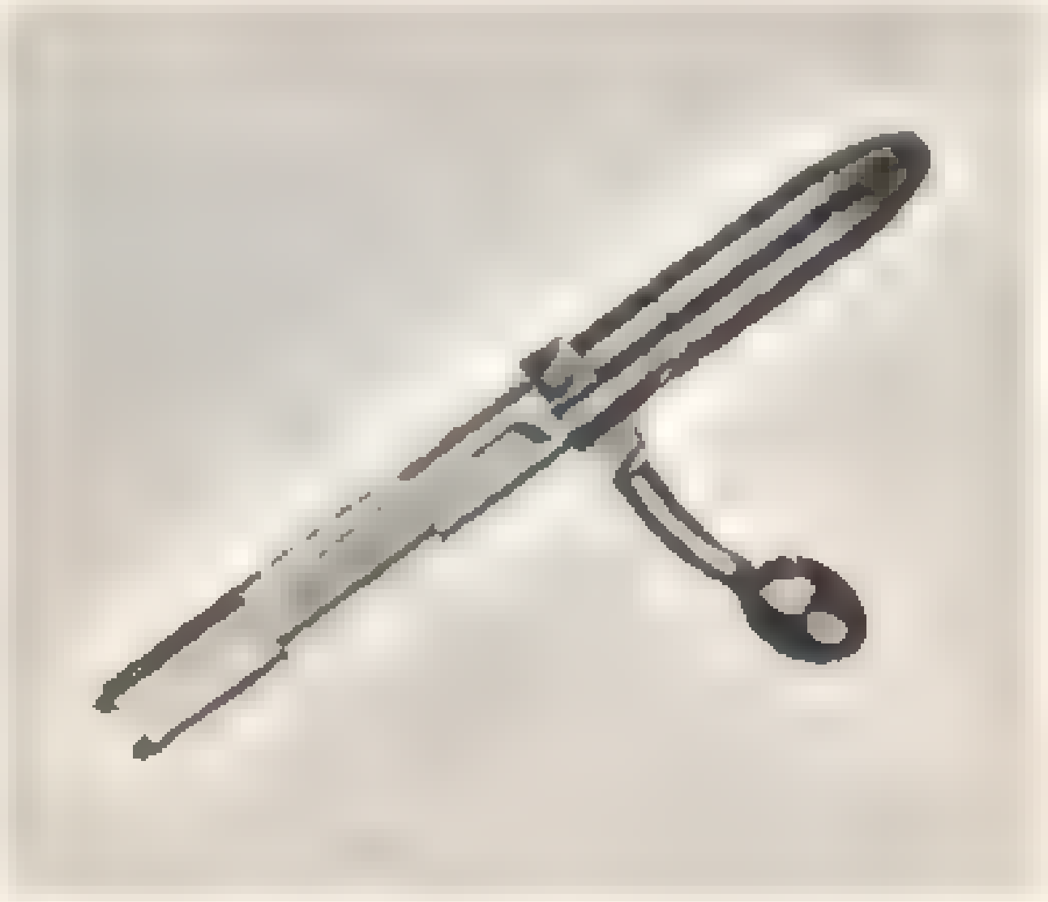

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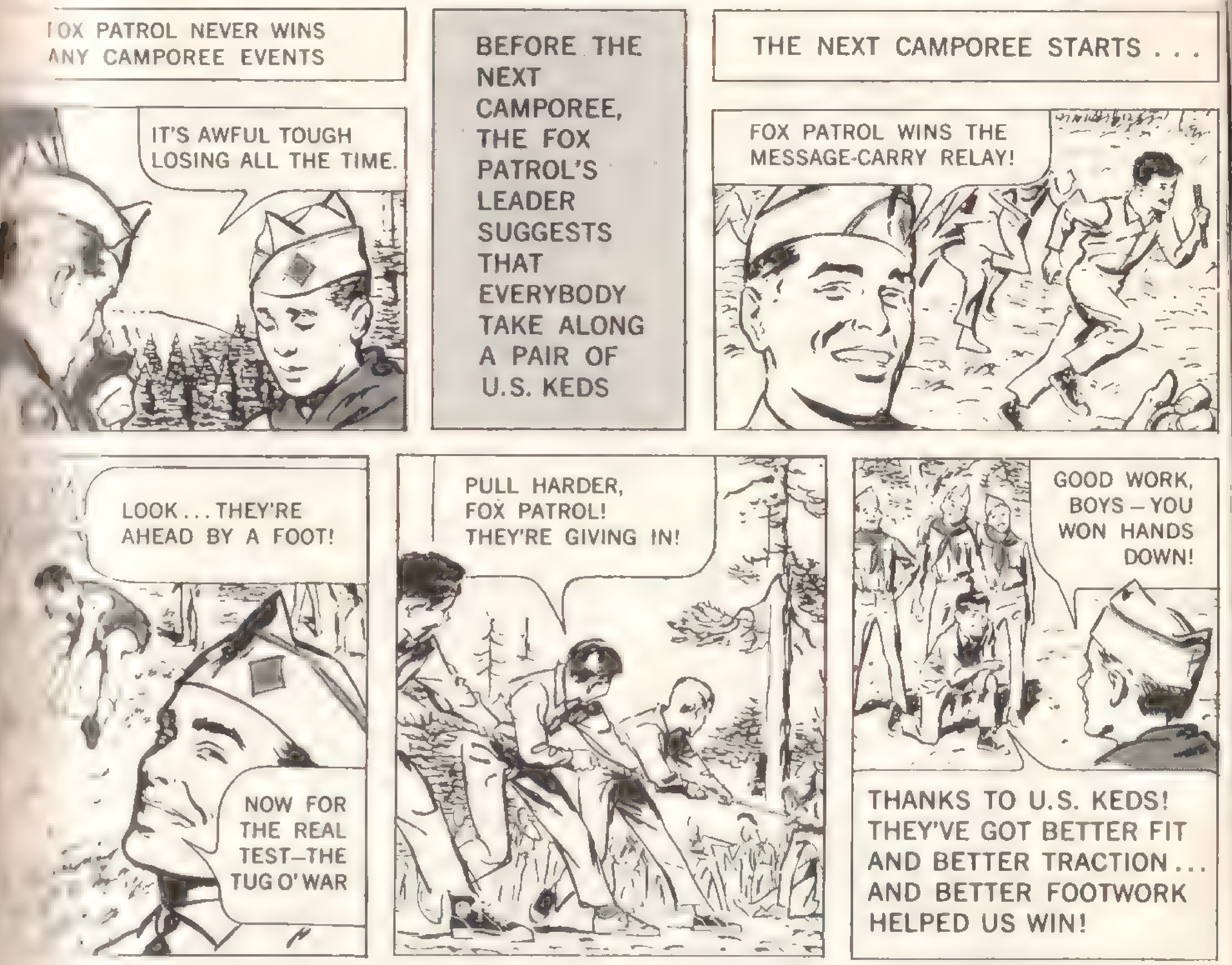

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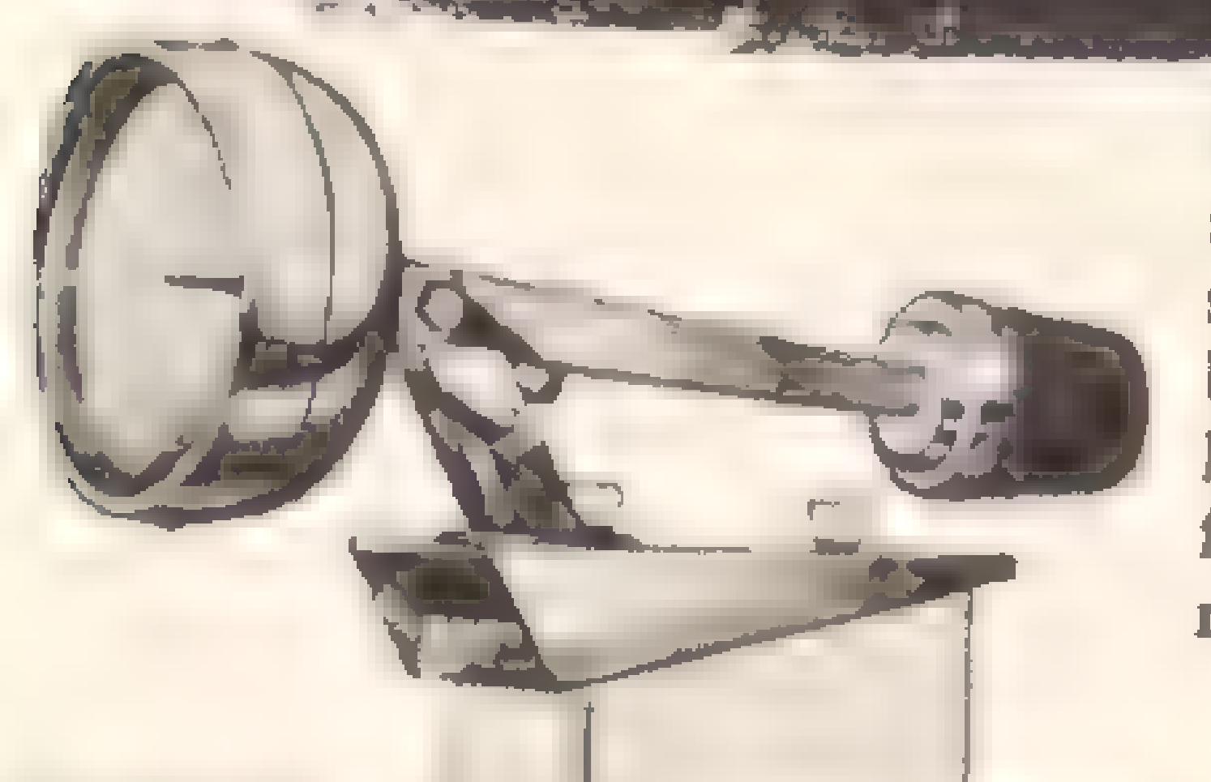

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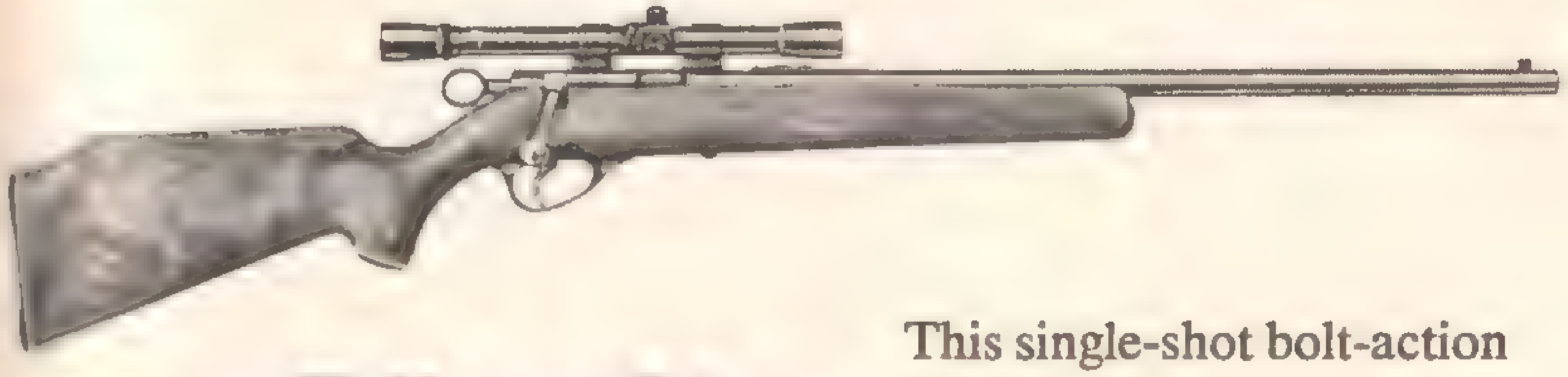

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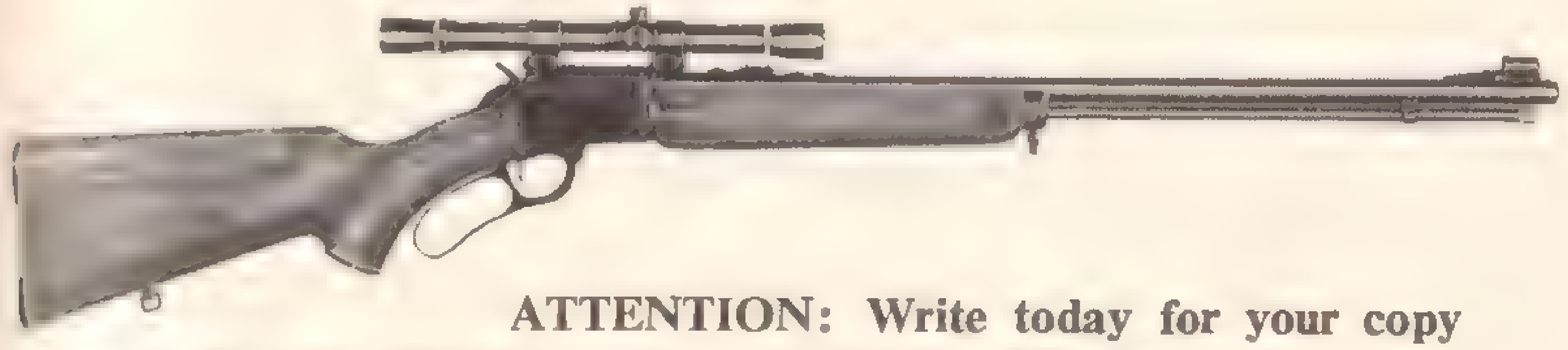

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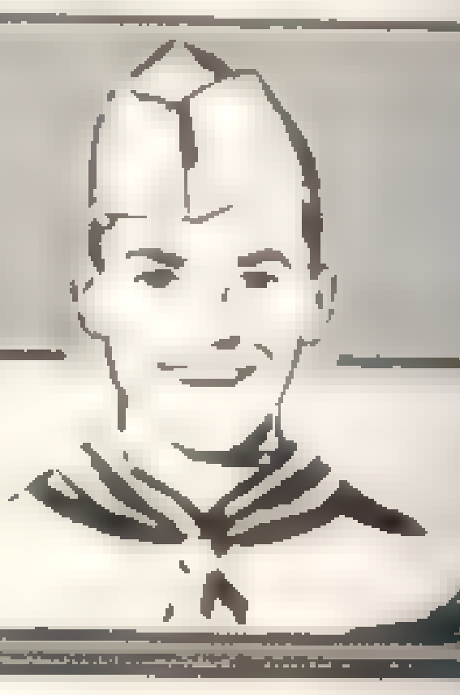

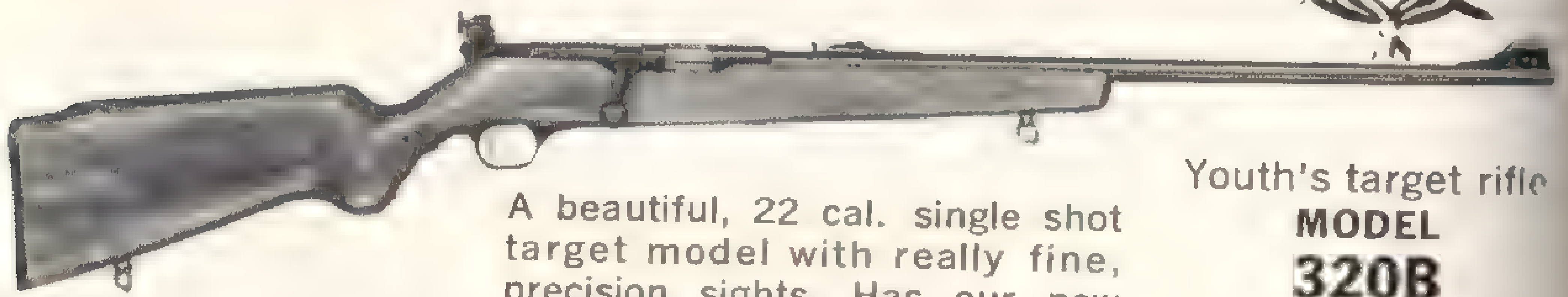

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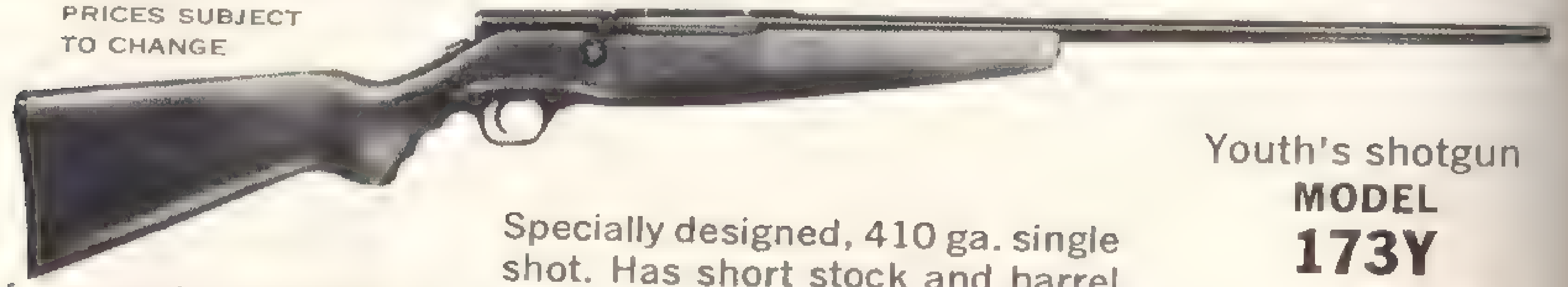

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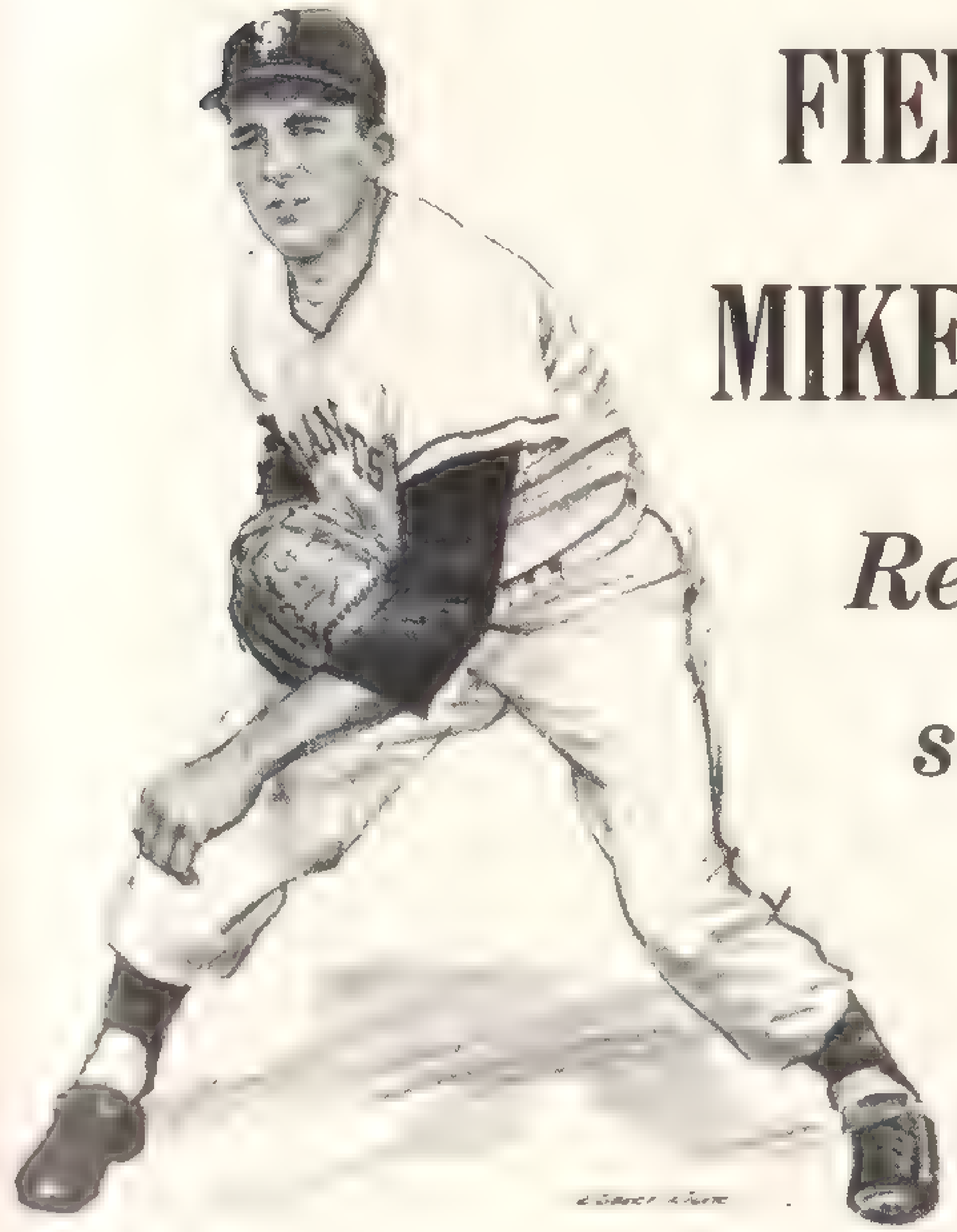

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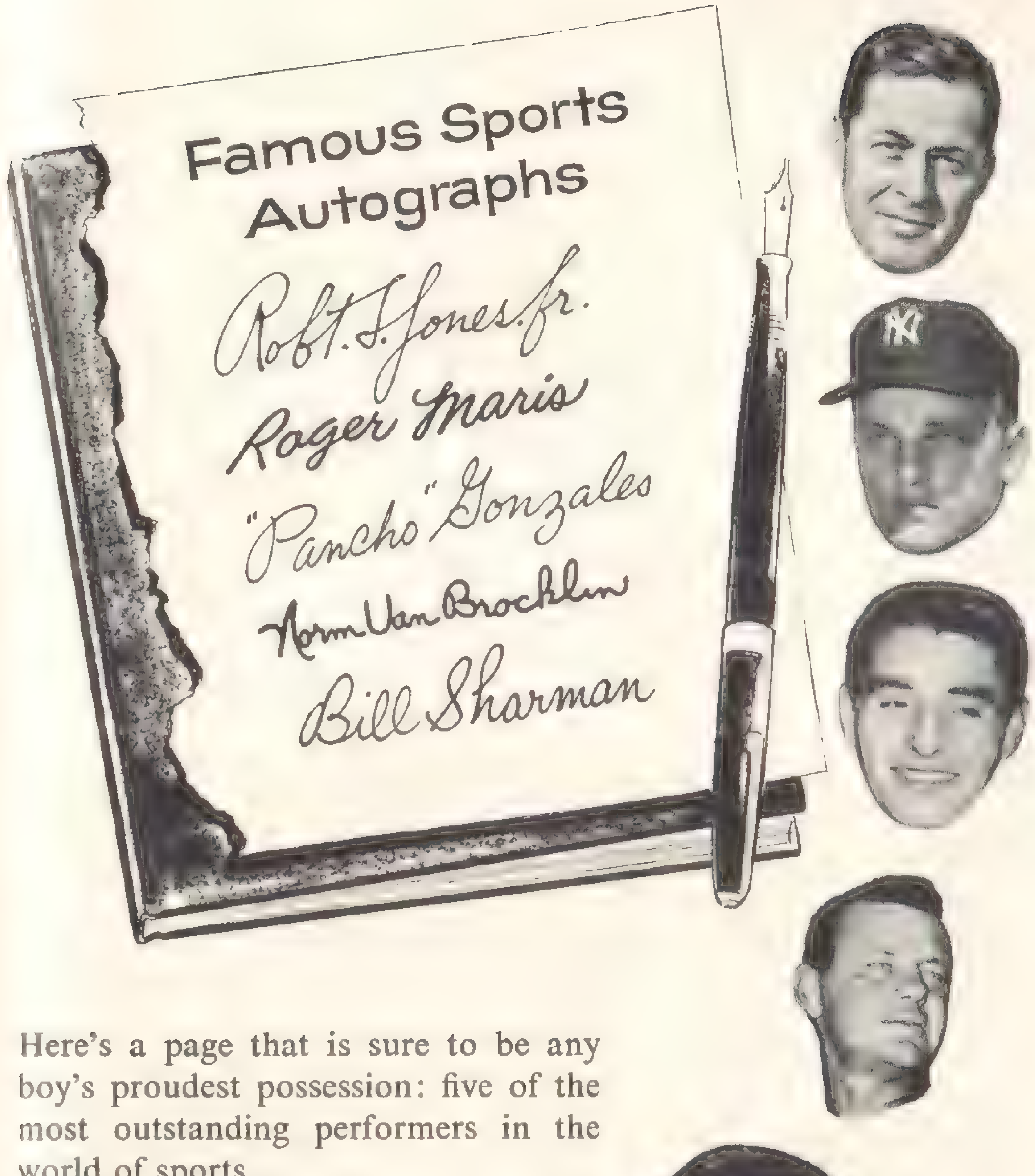

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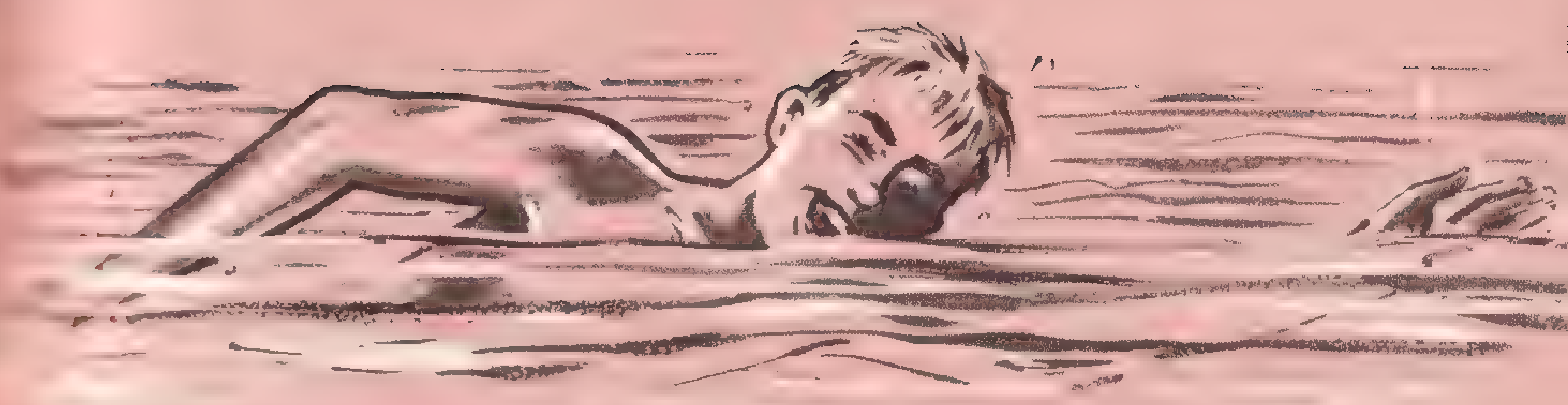

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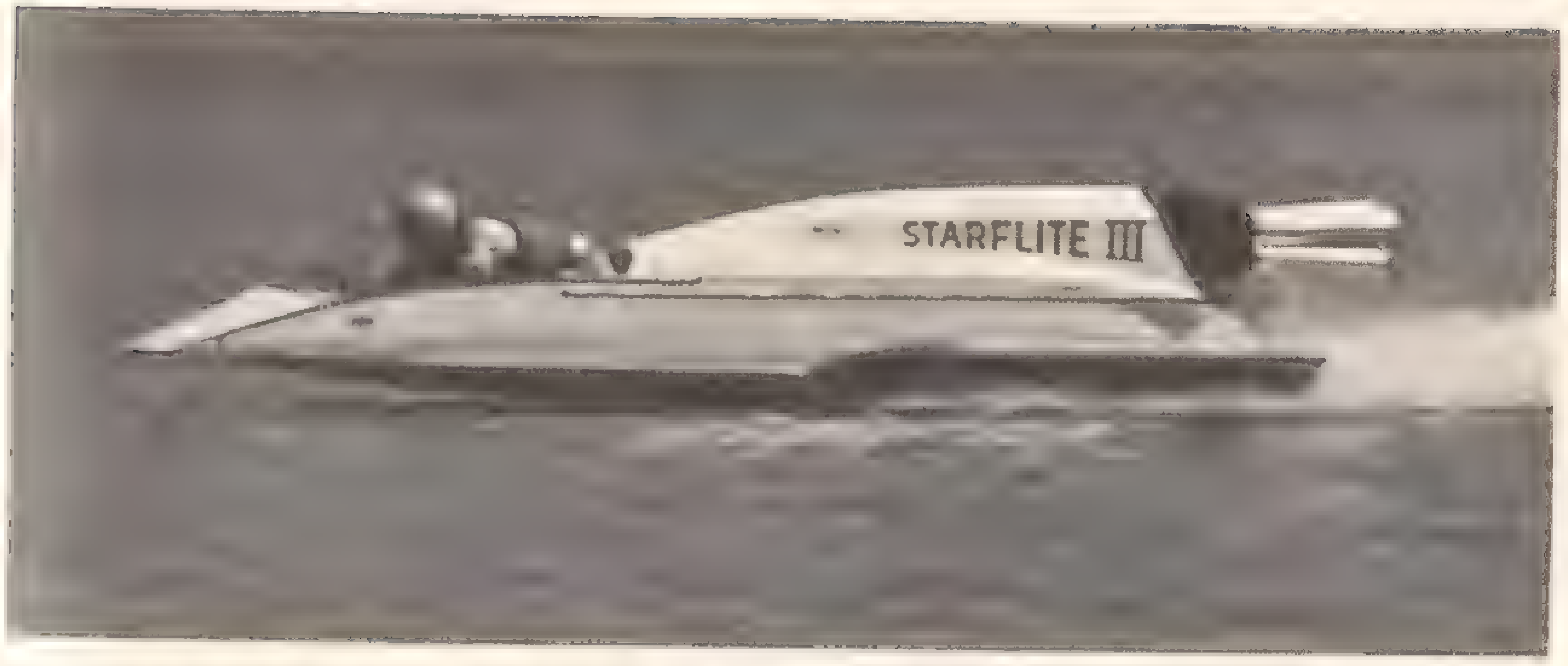

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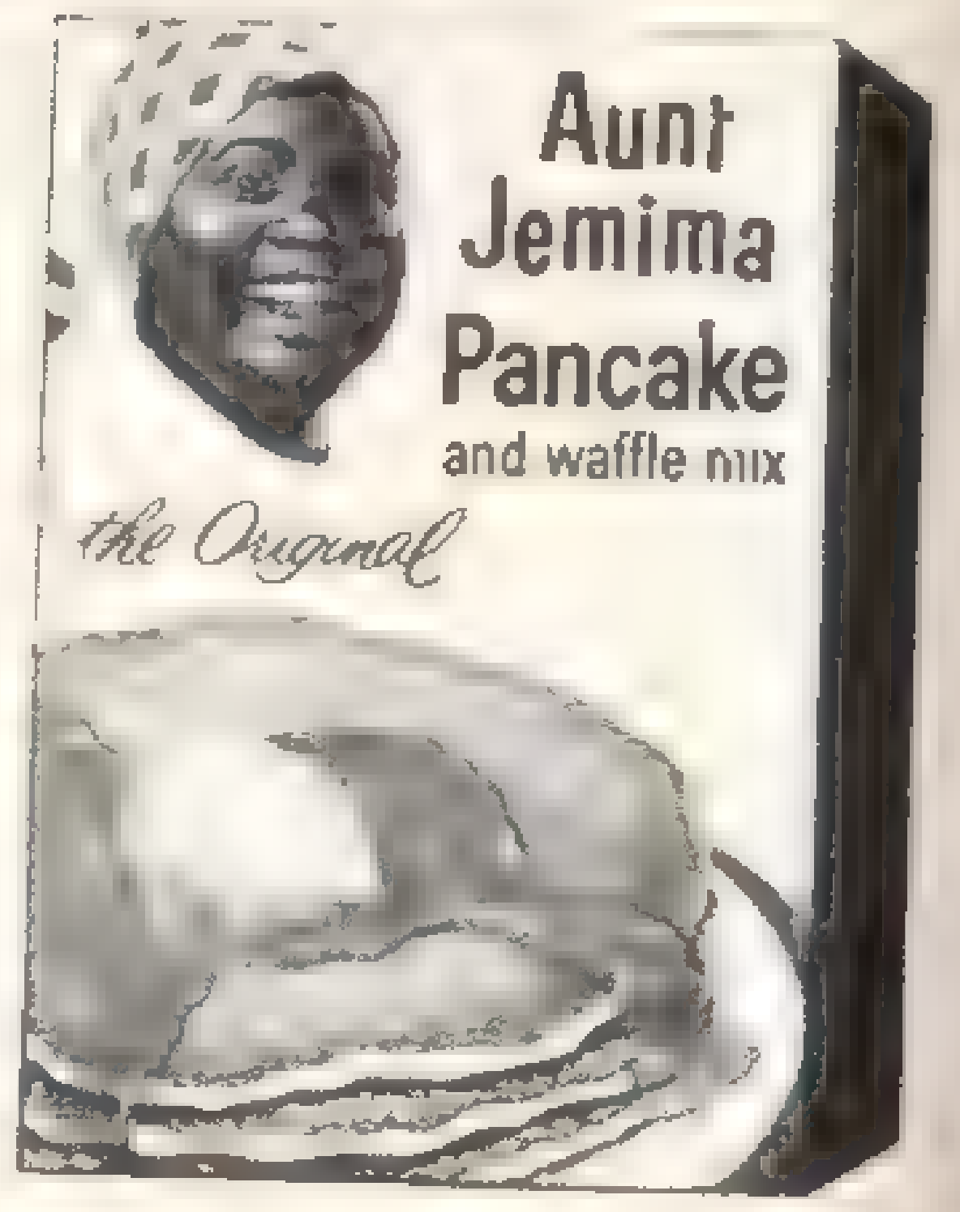

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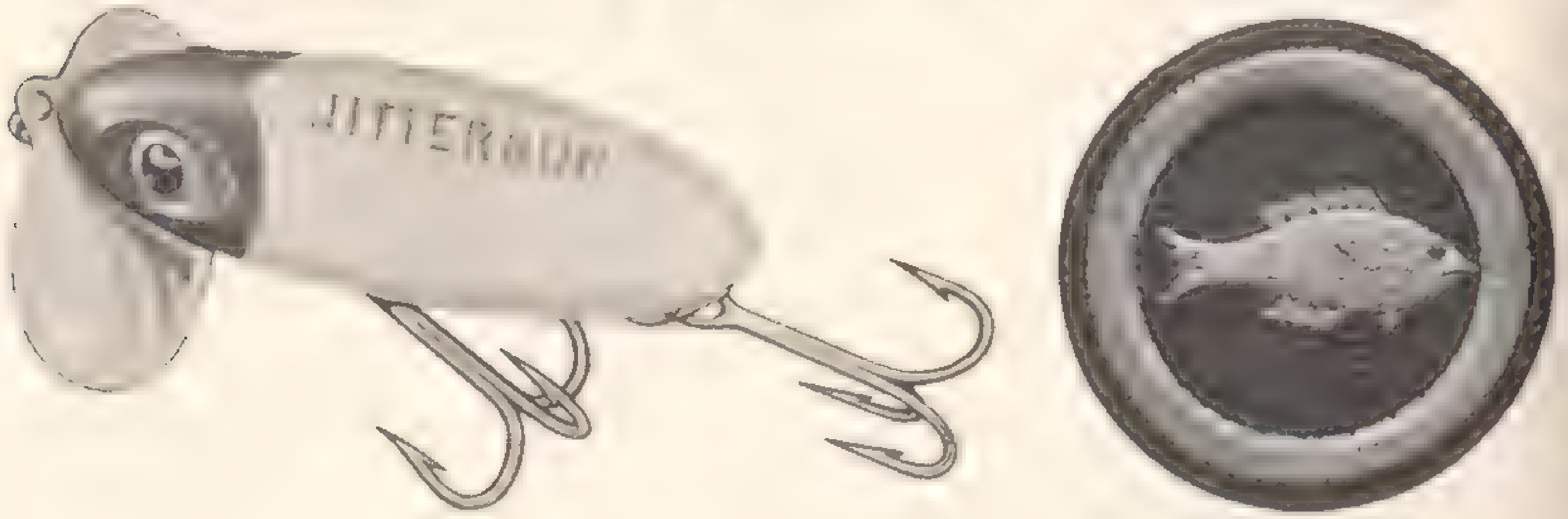

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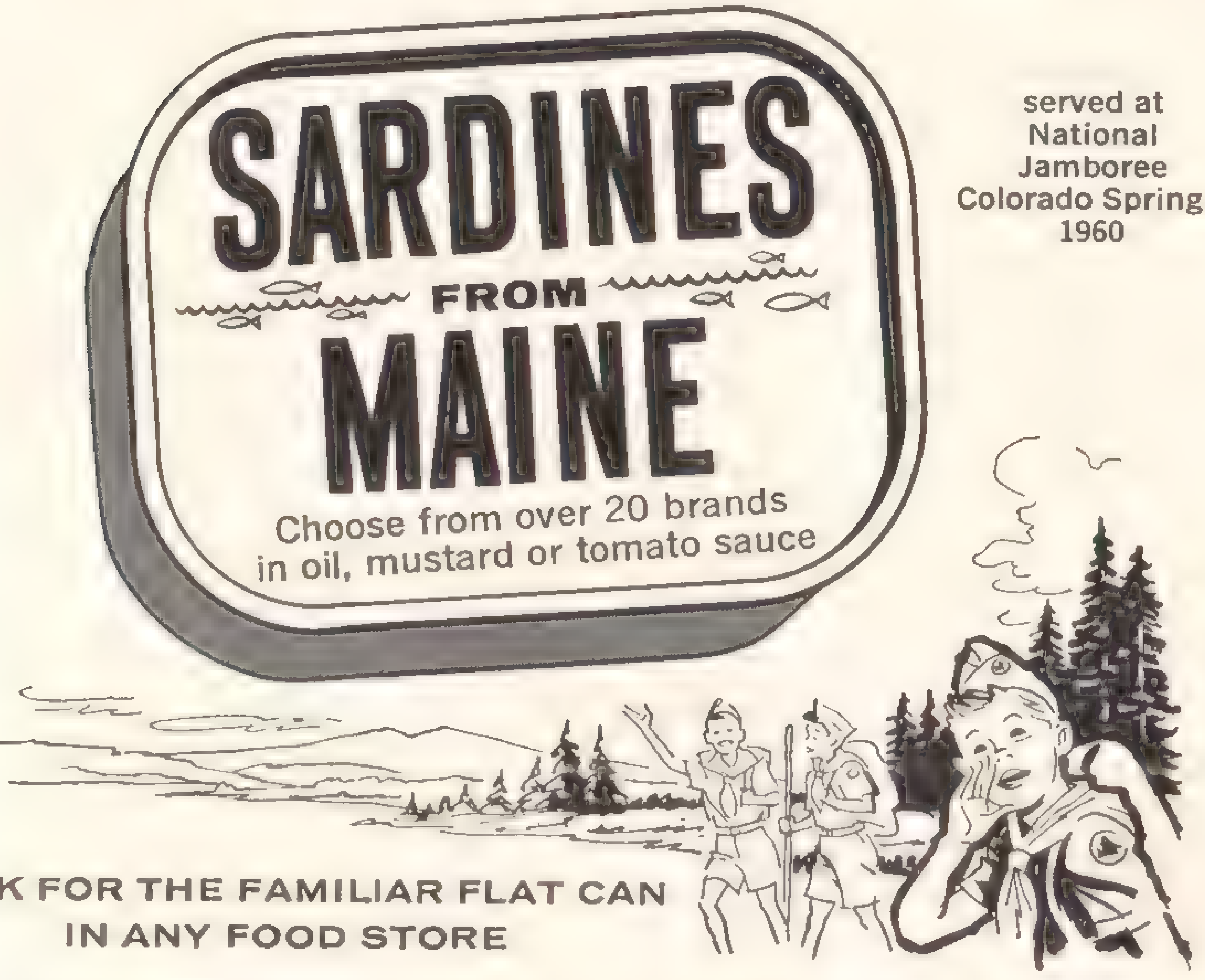
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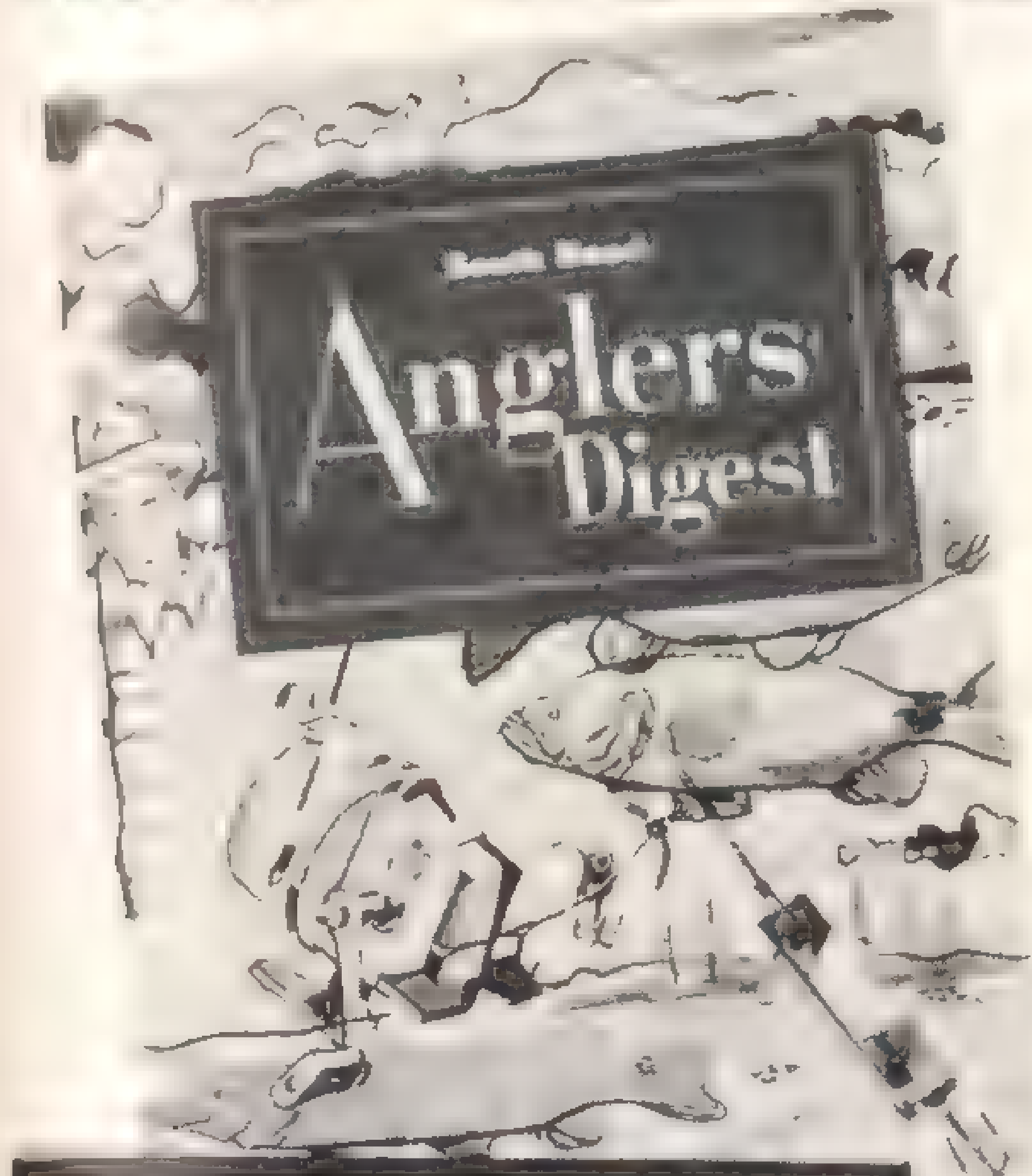

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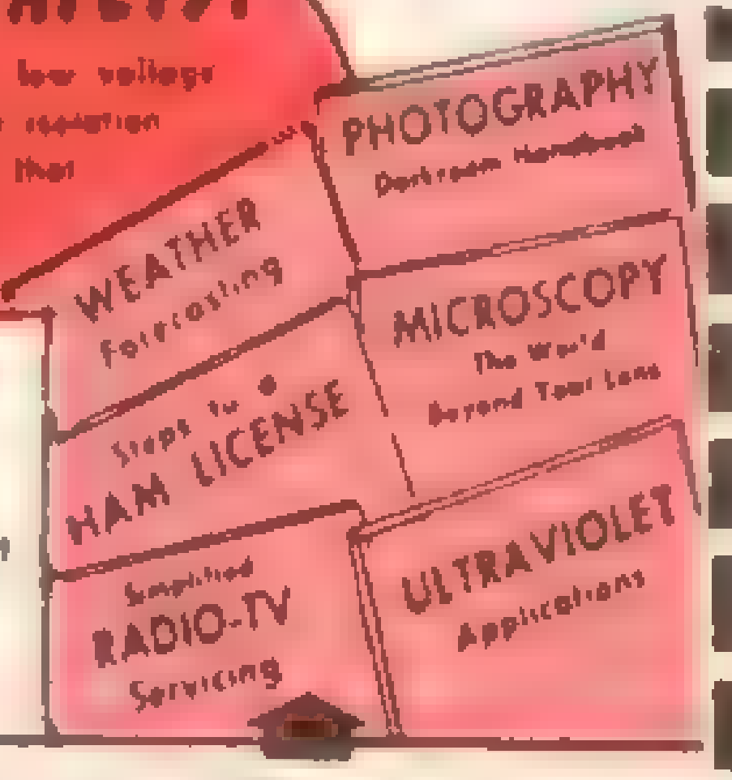

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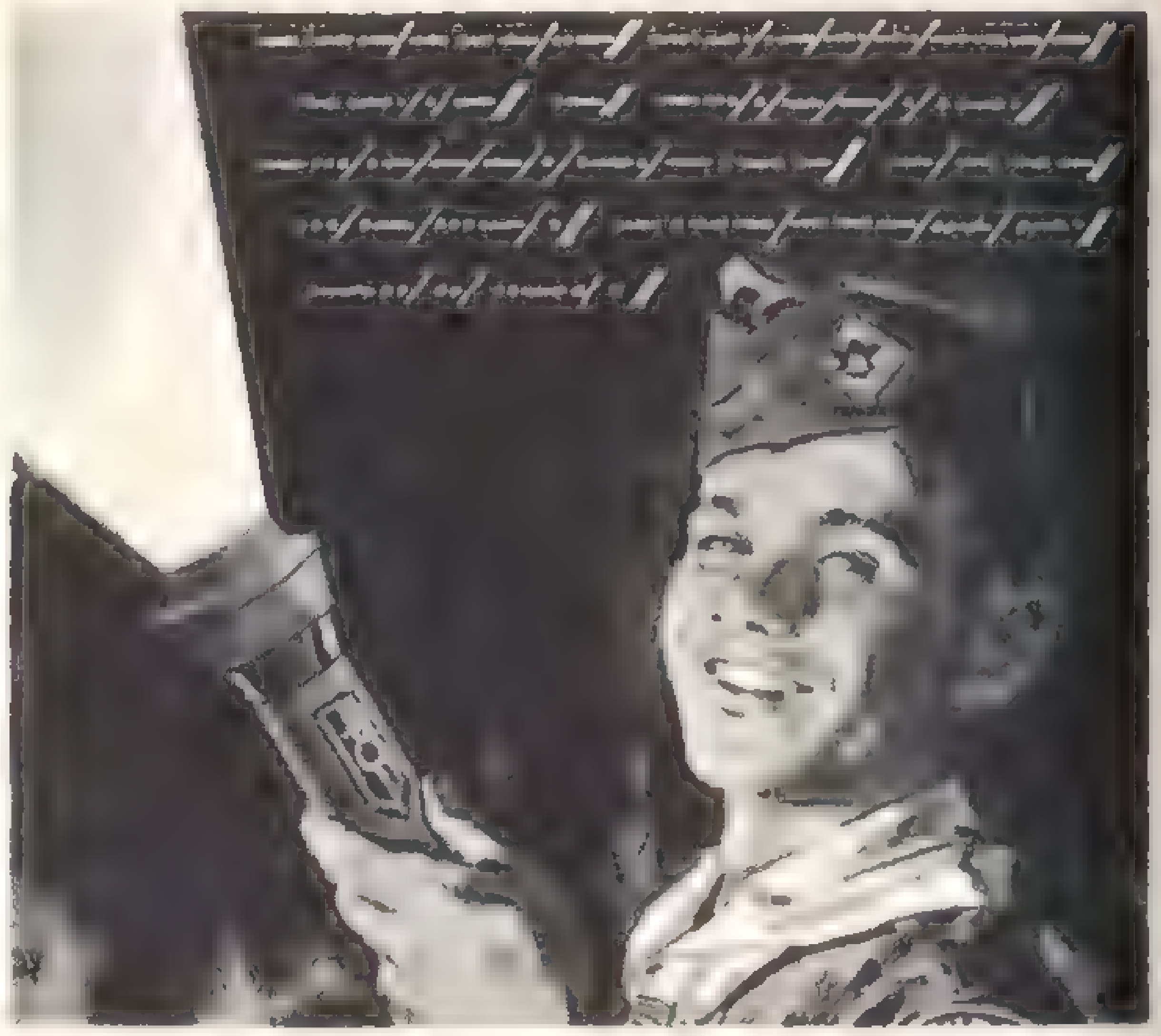

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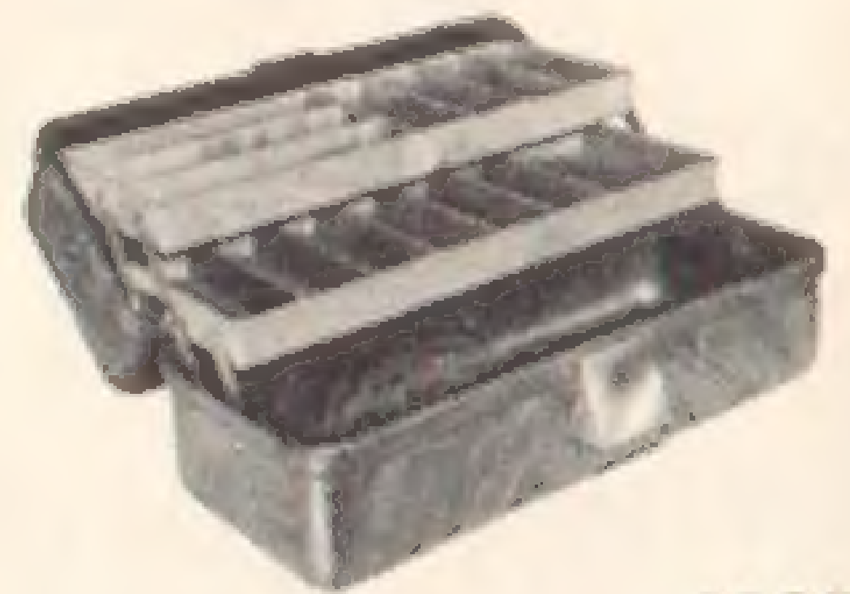

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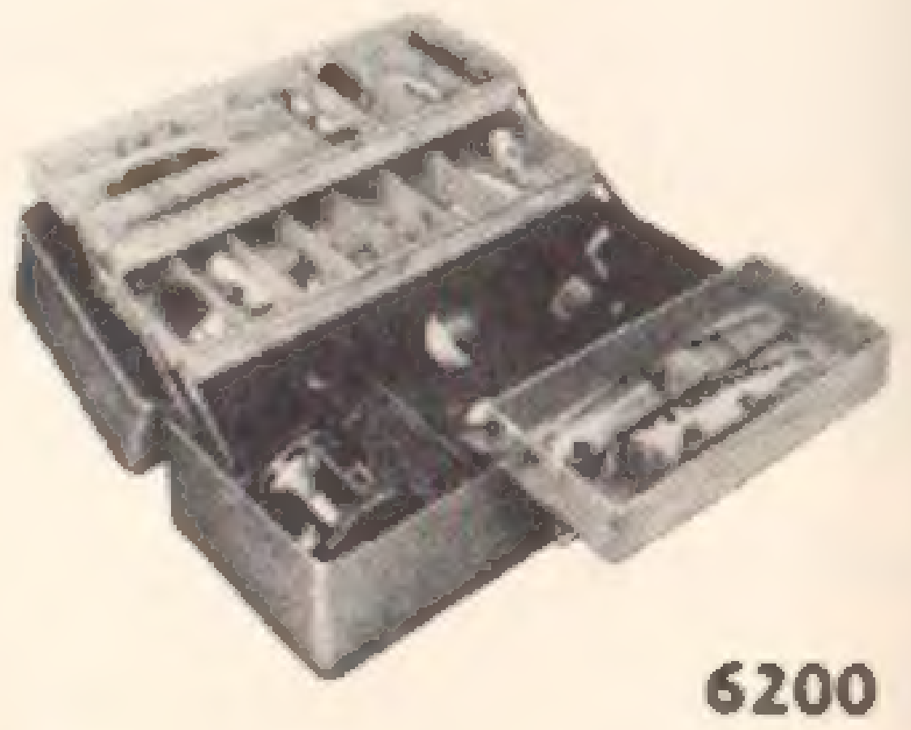

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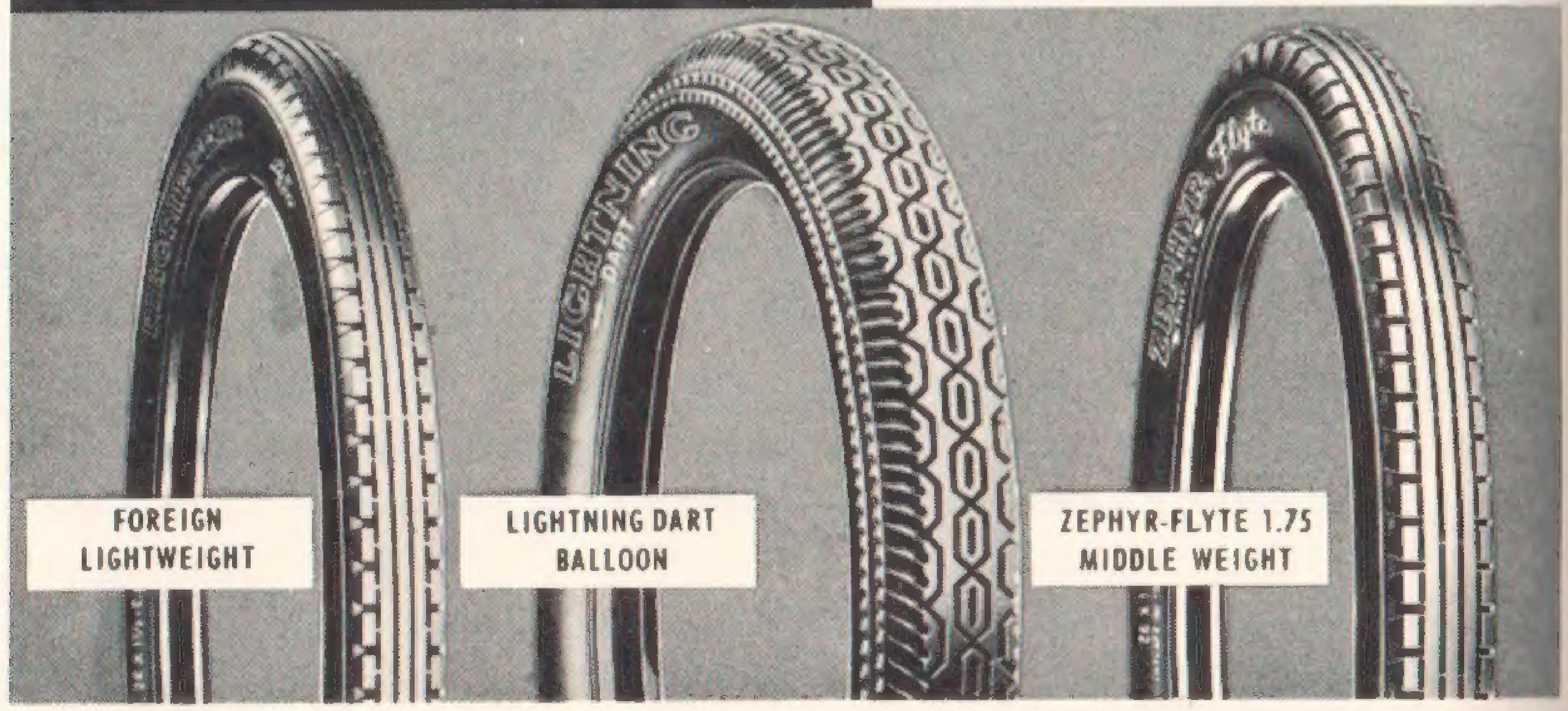

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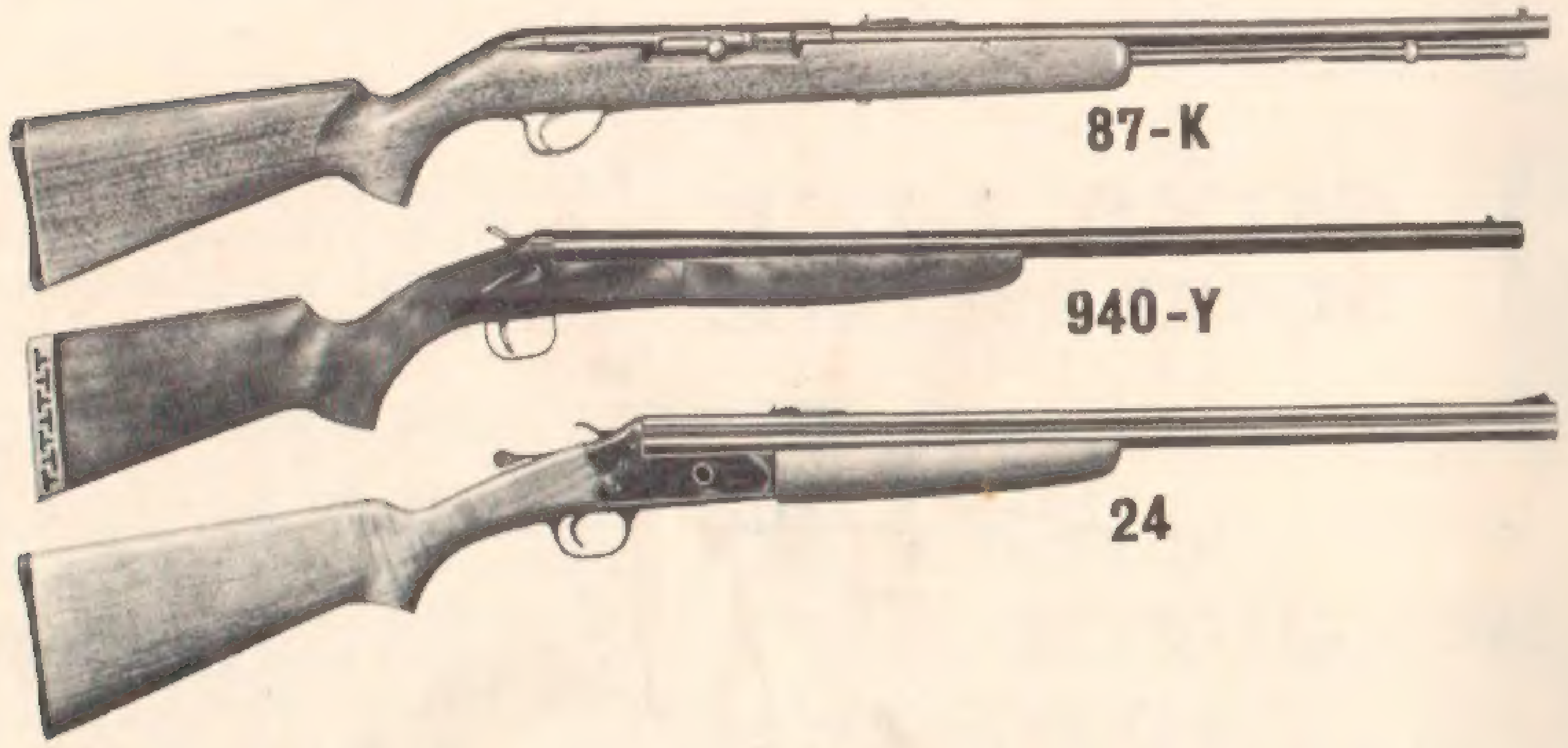

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